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# PlayStation<sup>®</sup> 2

## OFFICIAL MAGAZINE-AUSTRALIA

# THE WARRIORS

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**FIRST PICS!**

**LARA'S BACK!**

Sexier, spunkier and super-powered!  
Tomb Raider: Legend is here!

**EXCLUSIVE INTERVIEW!**

**RICKY PONTING  
CRICKET**

Knocks Shane Warne for six!  
Hands-on report!

**REVIEWED!**

**JUICED**

Aussie cars, street racing,  
car modding and online!



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MOST WANTED**

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CALIBUR III**

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**WORLD WAR 5**

Top-secret war report on Medal of Honor 5!

**PS2 EXPLOSION!**

**114 48 26**

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NEW GAMES  
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ISSUE 41 JUNE 2005  
AUS \$14.95 NZ \$16.95 (INC. GST)

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PlayStation 2



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www.thq.com

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Come get a taste of Rockstar's next classic



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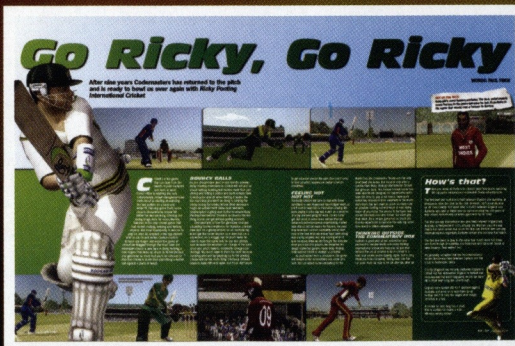
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## 46 The PS2's sexiest chick is back - hotter than ever



## 52 We talk exclusively to Ricky about his new game



## 64 Squeeze the juice with the racer that refuses to die

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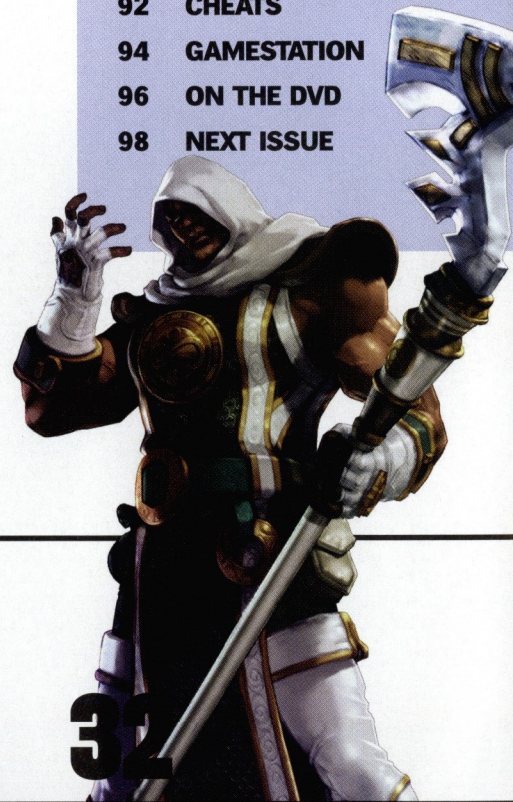
- 38 THE WARRIORS**  
For a change, Rockstar's latest is all about beating the crap out of people and illegal activity. We know, shocking.
- 46 TOMB RAIDER**  
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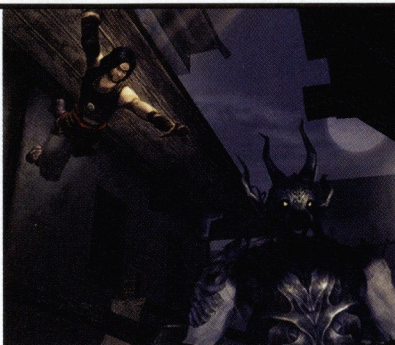


24

60

30

32



PRINCE OF PERSIA 3



AREA 51



THE MATRIX: PATH OF NEO



RESIDENT EVIL 4

# SEVEN KILLERS, ONE MIND.



8 x Thursday

## Kun Lan Launches Wave of Terrorist At

REPORTS confirmed today that the evil underworld mastermind *Kun Lan* is responsible for the waves of terrorist attacks that have gripped the world in fear for the past two months.

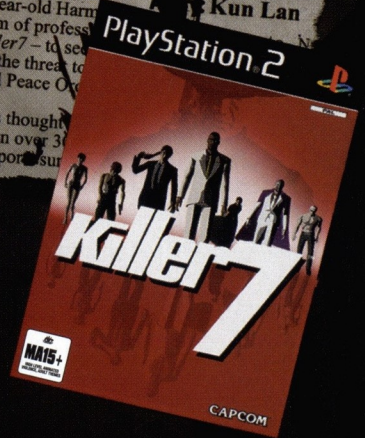
Using a virus that transforms ordinary people into "Smile" — walking time bombs — he seeks out the nearest humans and self-destruct — Kun Lan has promised that his war of terror will continue until all the World's nations are under his control.

In response to the threat, the governments of the World have turned to the 65 year-old Harlan Smith and his team of professional assassins — *the killer7* — to seek out and eliminate the threat to Happy New World Peace Operation 1998.

Mr Smith was thought to have killed Kun Lan over 30 years ago in a last year report sur



Kun Lan



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# PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

## PlayStation®2

OFFICIAL MAGAZINE-AUSTRALIA

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January – June 2004

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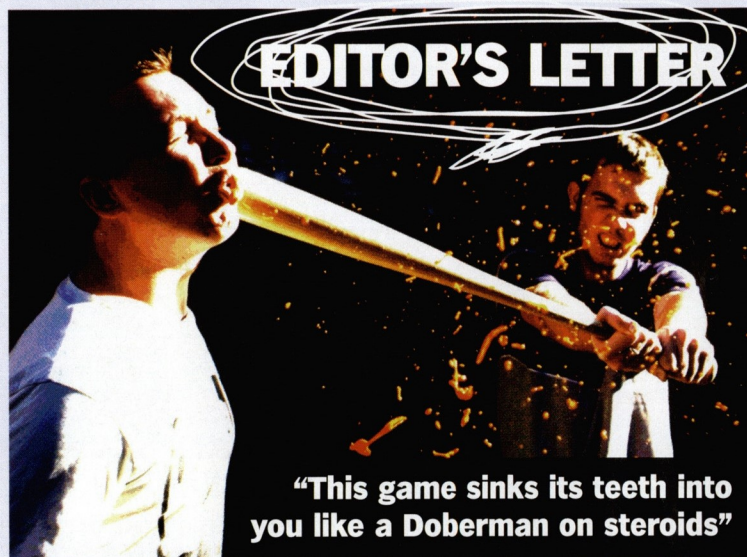
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queries, please call 1300 365 911  
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Annette Vitetta :: Owen Hughes :: Phill's mum  
:: Lee Kelly :: Luke Simmons and his class  
:: and Erin for letting me spend a ludicrous  
amount on our new home cinema setup



"This game sinks its teeth into  
you like a Doberman on steroids"

**W**e'd all watched *The Warriors* movie and, like the rest of the world, we'd played obscene amounts of *GTA: San Andreas*. So when we heard about the game we were expecting big things from Rockstar's fusion of these two classics. Even with these lofty expectations, *The Warriors*' 'smack you in the side of the face with a brick'-style visceral brutality still caught us off guard. This game sinks its teeth into you like a Doberman on steroids and refuses to let go. Your adrenalin will be surging off the chart, you'll be running for your life in a constant state of panic, and you'll be loving every minute of it. Charge over to page 38 to read up on our exclusive hands-on report!

For lesser mags, that sort of a granddaddy of a gaming bombshell would have been enough for one issue. Game over man. Let's hit the pub. But not for *OPS2*. We've also spent a lot of time up close and personal with the hottest of the hot – Ms Lara Croft! It was a hard job (especially the hot tub we had with Lara, the Playboy bunnies and Nina Williams) but we're dedicated to bringing you best magazine we can – no matter how many hotties we have to get into the tub with. Read all about Lara's steamy new game, *Tomb Raider: Legend* on page 46.

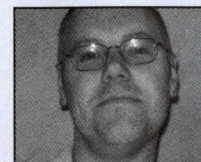
That's how we roll!

NARAYAN PATTISON

Editor

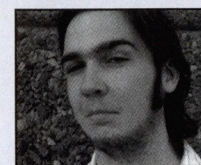


## WHAT HAVE WE BEEN UP TO?



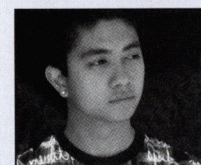
### MICHAEL BUTLER

Games-wise, I've been messing around with a bunch of titles, from *WipeOut 2097* and *Viewtiful Joe* to *San Andreas* and *LEGO Star Wars*. That's one of the things I like about this gig.



### LUKE REILLY

I've been watching *The Warriors* a bit lately – I'm just waiting for somebody to invade my personal space so I can unleash the beast. And I don't mean that beast you crazy cats...



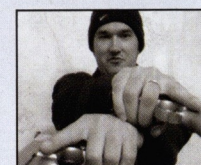
### PHILIP JORGE

I've been photographing supermodels. No really, that's my other job. I'm a jack of all trades. You think I play games all the time? You're crazy. I like you – but you're crazy.



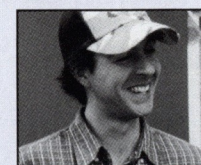
### TRISTAN OGILVIE

I'm so into *God of War* I can't tell the difference between it and my wife. I asked if I could press her buttons and I've been sleeping on the couch every night since.



### PAUL FREW

With Luke's recent engagement and winter beginning, I started my own heating business to keep the ladies warm all night long. Call me now.



### JAMES ELLIS

After my USA trip, where I rubbed shoulders with celebs like Anna Kournikova, Jessica Alba, and "that chic" from *Starship Troopers*, it's been hard to adjust back to normal.

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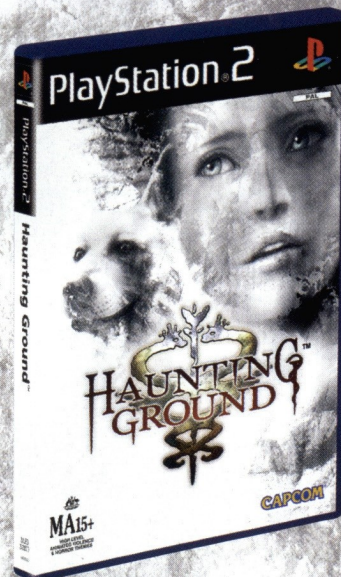
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# HAUNTING GROUND™

From the creators of  
**Resident Evil.**

The vile stench of death reaches out from every corner of this wretched place. Torturous cries still echo around its walls as a sinister air fills your lungs.

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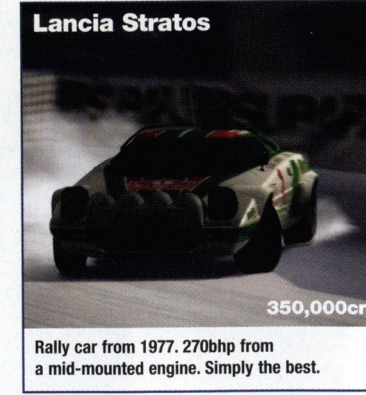
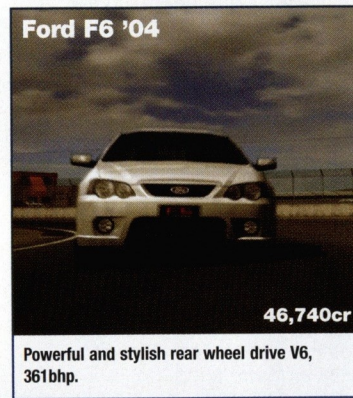
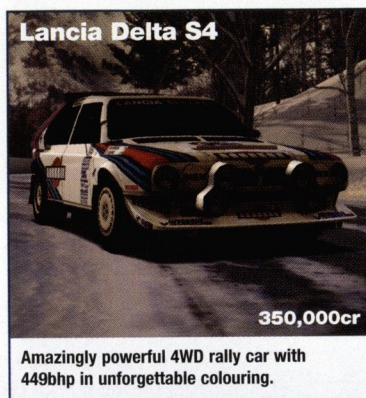
**"Beautifully crafted piece of psychological horror. Haunting Ground comes with our highest recommendation."**

**GAMESMASTER 86%**

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PlayStation®2

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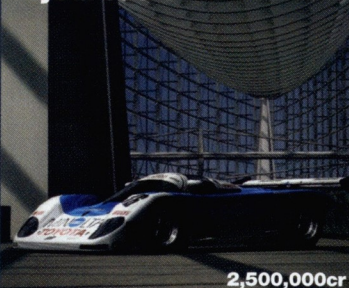
**Subaru Impreza**



350,000cr

Stunning 4WD rally car with superb grip, 295bhp. 2003.

**Toyota 88C-V**



2,500,000cr

A full on 788bhp mid-engined race car. Seriously fast!

**VW Beetle**



14,430cr

The original and still a joy to drive. Rear-engined and rear drive.

**Fiat 500F**



5,770cr

All time classic from 1965. 17bhp but still fun!

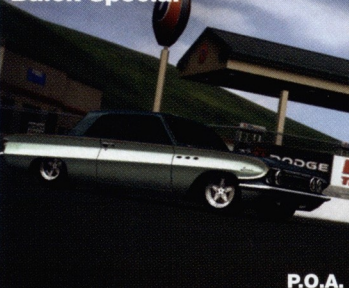
**Ford GT**



149,880cr

The most amazing 2005 supercar. 550bhp. Mind-blowing sound and sensation.

**Buick Special**



P.O.A.

Award-winning modified version of classic with amazing 556bhp.

**Toyota Celica**



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A winning rally car, 4WD and 295bhp. 1994.

**Honda NSX-R**



119,570cr

Fast, light and mid-engined – a true supercar with 276bhp. 2002.

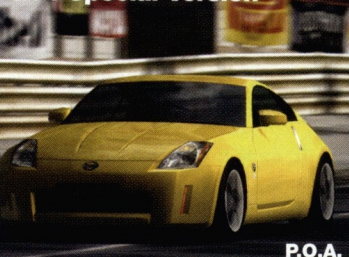
**Playstation  
Pescarolo C60**



2,500,000cr

Mid-engined, rear wheel drive, highly successful race car. Incredible 591bhp.

**Nissan 350Z  
GT4 Special Version**



P.O.A.

Awesome limited-edition version of a modern classic. 2005.

**VW Golf GTi**



32,750cr

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# Loading

Edited by Luke Reilly



**LAUNCH PAD**  
www.yourpsp.com.au displays four games on its website, *WipEout Pure*, *Ridge Racers*, *Everybody's Golf* and *Medieval Resurrection*. Could these four shady customers be the titles sitting next to the PSP when it arrives?

## MARK THE CALENDAR

# DON'T BE LATE FOR THIS DATE

*The announcement we've all been waiting for*

**S**eptember 1st has marked some amazing days in history. On September 1st 1920 Lebanon was created, on September 1st 1979 Pioneer 11 became the first spacecraft to fly by Saturn and on September 1st 1985 the Titanic was found. But on September 1st 2005, the biggest event in Australian history will take place. The PSP will arrive on Australian shores, and it definitely won't be delayed in customs for drug trafficking.

However, it probably should be, because once unleashed the PSP is going to cause an addiction stronger than James' love for women's hair ties. Don't ask.

All right, so now that you know when it's coming out you'll want to know how much this bad boy will set you back. It'll be \$429.95. Sure, it sounds like a lot of money for a handheld, but admittedly you don't get just a PSP. You'll also score a pouch, a 32 MB Memory Stick Duo so you can store save files and music, a battery pack, headphones with remote control, an AC adaptor, a wrist strap for when you have to hold both your girlfriend's hands, a cloth and a video/music/

game sampler UMD that features a tonne of game demos.

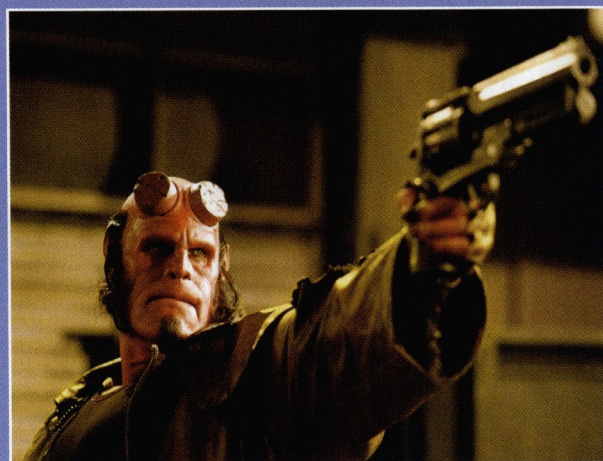
But those lucky son of a guns who purchase the PSP through the Official Australian PSP website, [www.yourpsp.com.au](http://www.yourpsp.com.au), will also score the *Spiderman 2* UMD as part of the value pack.

"PlayStation Portable will revolutionise portable entertainment, giving users the freedom to play full 3D games, watch movies, listen to music and connect wirelessly on their terms, wherever and whenever they wish to do so," said David Reeves, President of SCEE. "More than ever, today's consumer demands access to their personal entertainment outside the home, without compromising quality. With more than 100 PlayStation Portable game titles currently in development worldwide, and the ability to download and listen to music, and view feature films with breathtaking screen quality, PlayStation Portable lets users control their entertainment options, all in a single package."

We're sold. Now, if we can only get Nick off ebay for those damn dolls we'll be able to pre-order a few more. PlayStation Portable – it's the best two-word combo since "nude model". **PF**

## SALT OR BUTTERED?

Choosing a game won't be the biggest dilemma for your PSP, it'll be what movie to watch. The list is already a tough one but it caters for fans of all genres. Here's what's available already in the US,



*House Of Flying Daggers*  
*Resident Evil: Apocalypse*  
*Hellboy: Directors Cut*  
*Once Upon A Time In Mexico*  
xxx  
*Pirates of The Caribbean: The Curse Of The Black Pearl*  
*Kill Bill: Volume 1*

Fund4Games has announced Acclaim Europe's entire library has been acquired. Previously canned projects like Interview With A Made Man are awaiting publishers.

3 OF A KIND

## THE USUAL SUSPECTS

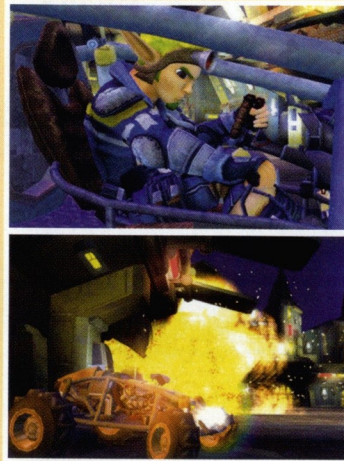
The bases are loaded for a Sony triple play

### JAK X: COMBAT RACING

For those of you who can remember, Naughty Dog graced us with the PSone's best kart racer in the form of *Crash Team Racing*. We can't think of anybody better to have behind the wheel of *Jak X: Combat Racing*.

After saving the world in *Jak 3*, cities have flourished and new sports have emerged. One of these is combat racing. The premiere racing spot is Kras City, and the Kras City Grand Championship is the biggest racing event on the whole

planet. *Jak X* will feature over 100 events over 20 tracks and eight combat arenas. Don't expect some pussy little go-karts either. That may have worked for Crash, but Jak's a big boy and as such he needs big toys. The cars are the *Mad Max*-style desert vehicles from *Jak 3*; complete with crazy weapons that are boosted when you collect dark eco and customisation options. Throw in multiplayer and six-player online and our interest is officially piqued. **LR**



### RATCHET: DEADLOCKED

The last *Ratchet and Clank* included some quality online action to supplement the offline adventure. With *Ratchet: Deadlocked*, Insomniac is taking all the best qualities from *Up Your Arsenal's* online component and cramming it into an exciting and different offline game. While searching for a few missing heroes, Ratchet and Clank are captured by media tycoon Gleeman Vox. Vox installs a Deadlock collar

on Ratchet that will explode if he tries to escape and forces him into his combat show, DreadZone. With Clank providing mission help, Ratchet has to compete over in a series of dangerous battlefields to keep up the show's ratings. The entire offline section can be played co-op, but when you're going solo you'll have a squad of AI teammates, all of whom can be customised just like your weapons. Looking good. Looking very good. **LR**



### SLY 3: HONOUR AMONG THIEVES

Some thieves quit while they're ahead. Some thieves should quit while their ahead (did you see *Ocean's Twelve*?) Not Sly Raccoon though, he's back for another heist. Sly's buddies are back too, although poor Bentley's now confined to wheelchair. There's even a new addition, a shaman Murray the Hippo met in Australia while on a voyage of personal rediscovery. The whole gang has learned a bunch of new tricks so you can count on seeing brand new kick

ass manoeuvres, wacky stealth moves and a bunch of zany new gadgets that we're dying to get our hands on. Sly has nine new finishing moves and can wear a variety of disguises. If you thought the replay value of *Sly 2* was a little weak you may be happy to know the Master Thief challenges from the original *Sly* are back, and the game will feature a cops and robbers style multiplayer mode. We'll have more on those thieving bastards when we can crack Sony's safe. **PF**



## i Info Nudge

### WINNERS

**DMC 3 Giveaway** – V Ferguson, QLD, A Ventnor, QLD, D Asadbeck, NSW, L Tyson, QLD, A Guerrin, QLD, D Chapman, QLD, A Marschke, QLD, E Waretini, NZ, O McInnes, WA, T Vella, TAS **RE2 Giveaway (DVD/Cap/T-Shirt)** – K Kuhn, SA, D West, WA, B Hook, SA, G Darko, TAS, A Minnikin, QLD **(Cap/T-Shirt)** B Green, QLD, L Crowden, NSW, S Koufalas, SA, J Forbes, NSW, V Lee, NSW, M Hatcher, SA, F Dodd, NZ, P Narious, VIC, M Keegan, NSW, J Dunnwoodie, QLD, J Magee, NSW, D Soden, WA, M Wile, NSW, G Bills, NSW, K Ng, TAS

### CITY OF SIM

The billion-dollar machine, *The Sims*, is set to unleash the sequel of sequels on not only the PS2 but the PSP too. The game won't be just a port either; *The Sims 2* is optimised for consoles so the PS2 version will be an entirely different experience to the PC. The only similarity is that the PC expansion packs will also be included so expect to be shaking your booty in the nightlife and doing some streaking while at university. Who's up for a toga party?



### FAT FREE

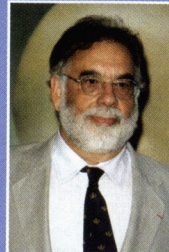
American fat kids in West Virginia nearly choked on their Kentucky Fried Chicken recently when the West Virginia Public Employees Agency announced they were handing out \$60,000 worth of PS2s, games and peripherals to festively plump youngsters. We would've loved to have seen their faces when they were told the games were all copies of *Dance Dance Revolution* and the peripherals were dance mats. Pedometers were also included in the kits so when the kids return to scientists, daily activity rates and weight loss can be easily monitored. An extra \$10,000 is being spent on installing the kit in schools throughout the state. One tubby, tubby – two tubby, tubby!



### NOT HAPPY, FRANK!

Francis Ford Coppola, best known for directing *The Godfather* and coming dangerously close to committing suicide on the set of *Apocalypse Now*, has expressed his outrage over EA's upcoming videogame adaptation of his venerable mafia epic *The Godfather*. In a recent interview in the US Coppola said Paramount had not informed him of the deal with EA at any stage. He said he managed to get a preview of the game and believes the characters have been mishandled.

"I think it's a misuse of film," he said. Coppola's claims that he was not informed about the project seem to contrast with comments from the game's producer David De Martini, who in recently discussed how Coppola invited members of EA to his private library where he has materials from the original *Godfather* films. Who'll be sleepin' wit da fishes after this one?





## BLOKE IN THE PUB

Meet our mad columnist. And boy, is he angry!

I noticed a lot of chicks in the *Star Wars* issue of OPS2. Wendy sent me a kiss in the letters page, Michelle sent me a restraining order via a "hidden message" in her review and Naz was talking his usual crap. What a chick. But the one sheila I noticed while I was downing my beer was Stephanie, who said chick gamers don't just play crap like *Mary Kate and Ashley's Bronco Busting*, or *Bra and Panties Pillow-Fight Party*, or whatever the hell it is. They like awesome games as well, like *Burnout 3* and *Soul Calibur II*. Despite this, they get some peanut turds giving them crap about liking these awesome games. What a bunch of horse trollop weenies. Why would anyone lay shit on chicks just because they like awesome games? You should never diss chicks for anything - especially playing games. If I've learned anything about all the barmaids I've met it's that chicks have feelings too. They hurt and they bleed, so pissing them off by bagging their choice of games is just plain stupid. Because if you piss them off then who's going to get your beer from the fridge? So think twice before you open your trap next time otherwise it might be you reaching for that golden bottle of goodness. I mean, do you know how hard it is to find a girl who won't roll her eyes and leave the room every time you boot up *Burnout 3*? Jeez...

By the way Naz, I don't drink Midori. Splices you twat. They're too goddamn expensive. Have you seen the prices for those? Goddamn ridiculous...

### WIZARD!

## LIGHT UP POTTER

Harry goes back to school



**B**ookworms and wannabe magicians may have noticed another *Harry Potter* movie is on the horizon. With a film around the corner, you have to be an idiot to be surprised to hear EA has the game adaptation in the pipeline. *Harry Potter and The Goblet Of Fire* will let you take the role of Hogwart's favourite student and his buddies Ron

and Hermione to compete in the Triwizard Tournament. Here you'll complete tasks like confront a fire breathing dragon and rescue friends from the icy depths of the Black Lake. It's kind of like the competitions we have here at OPS2 Towers, only with more 'pants on' kind of stuff. Expect Harry to be flying in on his broomstick on the PS2 and PSP this November. **LR**

### DRUG BUST!

## NO MORE NARC!

OFLC puts the kybosh on Narc

“Adults should be allowed to read, hear and see what they want” - words from the National Classification Code. The sentence, “Except when we decide otherwise,” is missing - but that doesn't mean it doesn't happen.

A seven-member panel of the Australian Classification Board decided six to one that Midway's upcoming *Narc* be refused classification.

Playing as a member of an elite narcotics squad, players could choose to go straight or crooked; using the very narcotics they're after to gain an extra edge and some quick cash. We don't really agree with RC

(Refused Classification) ratings, but a concept like that is just asking for trouble. Why not just turn *Trainspotting* into a game?

It's a little uncharacteristic of the OFLC to ban a game before it has been released. Normally they wait a year after it has been on shelf and then ban it. Oh yes, we went there... **LR**



### PRO SKATER

## IN YOUR ELEMENT

A huge Element prize pack to thrash

**T**hanks to Element, we've got an awesome prize pack to hand out to one lucky reader. They've squeezed in a Margera/Element Pro Model skateboard deck, a set of wheels, some Element Stinger Bees skateboard bearings, a Bam/Element trucker cap, a Bam/Element T-shirt, an Element T-shirt and a Bam/Element sticker pack. That's a hefty swag so you're going to need to earn it! Send us a description of your best (or worst) skateboard injury. If you've never been on a skateboard in your life, make one up. The one that makes us laugh the hardest wins! Excuse us while we polish up on some *THUG* before we hit the streets... **LR**

**HOW TO ENTER** - Send entries to OPS2@derwenthoward.com.au with "Element Giveaway" in the subject line, enter on our website [www.derwenthoward.com.au](http://www.derwenthoward.com.au) or post your entries via snail mail to OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include the name of the competition, your name, age, email address, phone number (mobile also) and address. All competitions close 29 June 2005. This competition is also open to NZ residents.

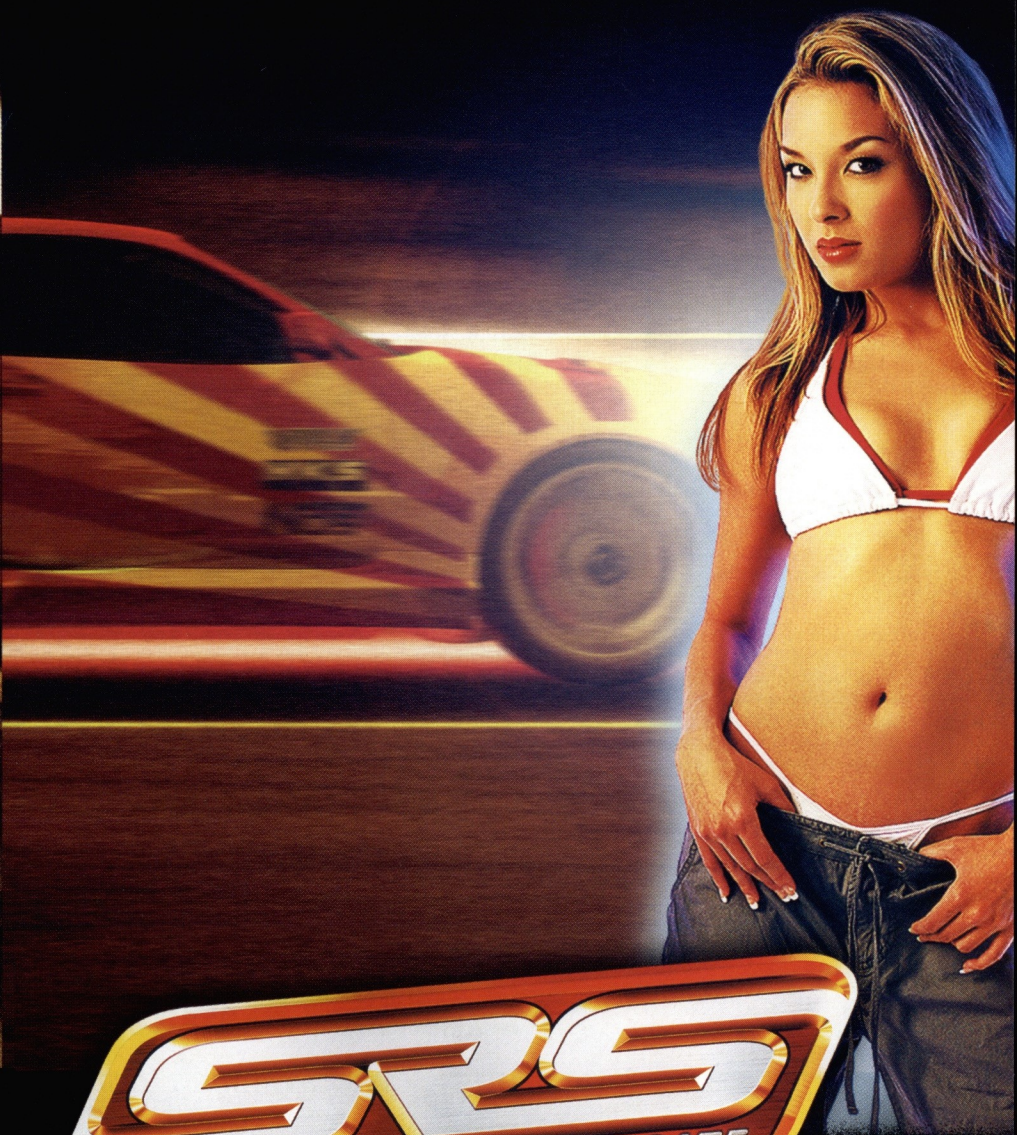
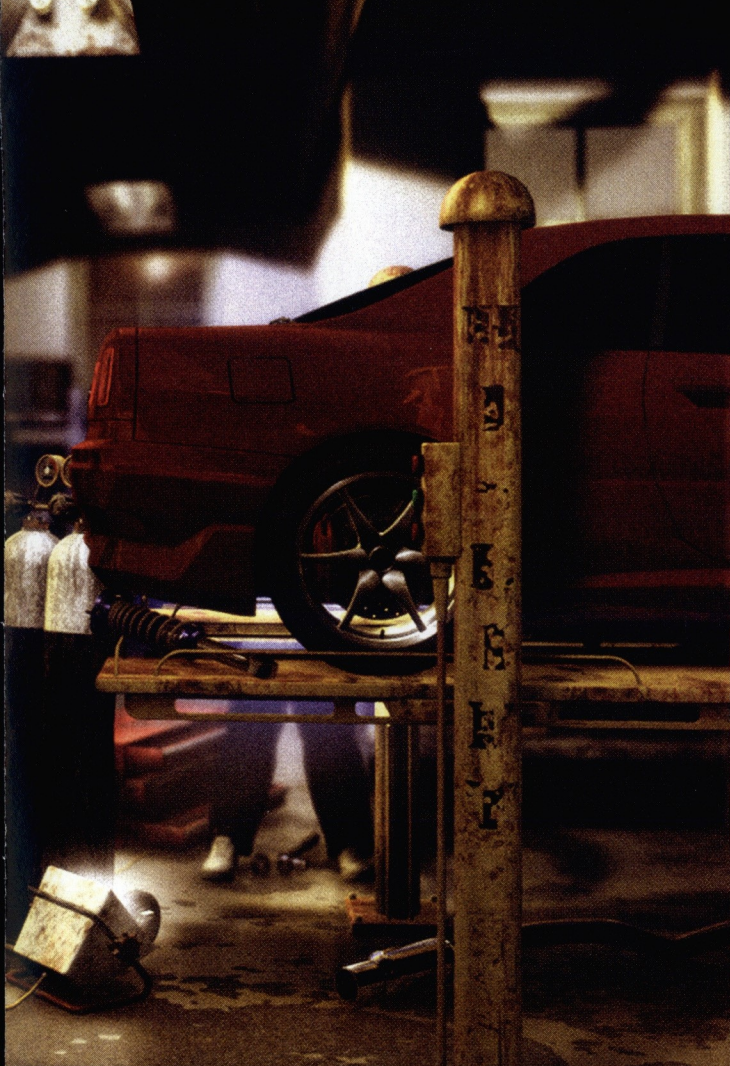


We won't pretend it's high on our agenda but THQ is releasing *Bratz Rock Angelz* sometime in the near future. Keep it in mind for your daughterz and little sisterz.

**namco**

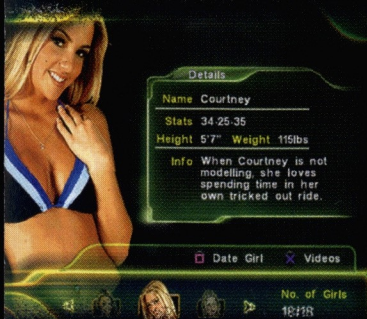
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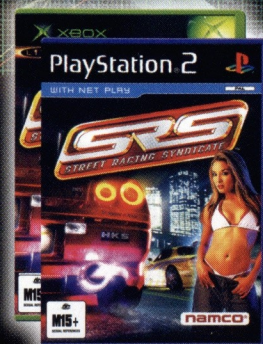


PlayStation 2



eutechnyx

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# the top ten

## MOVIES WE WANT ON UMD

### 1. UHF

This underrated comedy was the first and last film that infamous musical parodist Weird Al Yankovic ever made. Imagine the acronym-induced hilarity that would ensue – “Hey honey, I think you might be sitting on my UHF UMD for my PSP” “FU, I’m trying to watch CSI on TV”.

### 2. BASEketball

A PSP in one pocket and a hipflask full of vodka in the other and you can take Naz’s popular BASEketball drinking game with you wherever you go. Do a shot every time one of the actors says, “Dude”. Probably not a good idea to kill time playing it before a job interview.

### 3. The Lord of the Rings trilogy

At least the smaller storage capacity of the UMD disc would prohibit the inclusion of any more special features – there are only so many hours of our lives we’re willing to spend looking at Peter Jackson in shorts.

### 4. Boogie Nights

Heather Graham totally naked and in the palm of your hand? If only we were hung like Dirk...

### 5. All Will Ferrell movies

No, we don’t mean ‘A Night at the Roxbury’ – we were exaggerating. Like when we told you we’d “call you every night” and that you were “the only girl for us”.

### 6. Son of the Mask

Because we want to find out if UMDs make a cooler noise than DVDs do when you put them in the microwave.

### 7. Commando

The thought of having such classic lines as “John, I’m not going to shoot you between the eyes. I’m going to shoot you between the balls” available to us at all times just makes us giddy.

### 8. The Big Lebowski

It’s just that we think it’s the best damn movie ever made and we want to be able to fit it in our jeans pocket, close to everything else we value in life [our wallet, genitals and pocket-sized edition of “Kama Sutra for Dummies”].

### 9. Dirty Dancing

Well you’ve got to have something to keep your girlfriend distracted while you play with your PS2, and chloroform has just got too many damaging side effects.

### 10. Snatch

We just threw this in here so you could make up your own joke. Try it – being immature is fun! Hey, at least we didn’t put ‘Shaft’.

## SCREENSHOT OF THE MONTH

Hitman: Blood Money: A sure-fire hit?

You certainly can’t accuse Hitman: Blood Money of looking ordinary. This place doesn’t just look good – it looks expensive!

Uh oh, looks like the whole case-toting, bald, suit and tie combo was a little too ‘hired killer’ for this guy. Better make yourself scarce.



We think we know what’s in here – and it’s not pyjamas and a fresh set of underwear. We hope this hotel doesn’t have metal detectors...

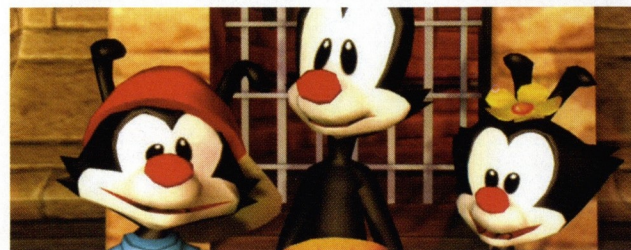
Ah, innocent bystanders. And look, they’re wearing the same outfit. Tsk tsk, talk about a social faux pas.

### TOON TOWN

## ANIMANIACS!

Emmy-award-winning toons hit PS2

**S**ome of the staff at OPS2 Towers can remember watching Animaniacs after school – even though we were already probably a little too old. Pinky and the Brain? Comedy gold. Animaniacs: The Great Edgar Hunt will have players guiding the Warner brothers Wakko and Yakko, and the Warner sister Dot through half a dozen crazy levels in search of 45 stolen Edgars. Packed with Hollywood-style spoofs typical of the cartoon and featuring the voice actors from the actual series, Animaniacs: The Great Edgar Hunt should be a hoot assuming it plays well. Favourites Pinky and the Brain will show up in five unique minigames, and dozens of other characters from the show are slated to appear also. We’re crossing our fingers for Freakazoid and Chicken Boo... **LR**



### TAG TEAM

## CRASH TEST

Start your lawnmower engines

**D**espite the slightly lacklustre Crash Nitro Kart, Vivendi has just announced Crash Tag Team Racing. After being humiliated again in Crash: Twinsanity, Dr Neo Cortex fails to learn his lesson and constructs a new plan to destroy him during a “friendly” race competition. Again. So the story is old hat, but Crash Tag Team Racing’s newest feature is the ability to combine their ride with an opponent’s wheels to form a super vehicle packing some serious heat that’s sure to raise pulses. The bandicoot and buddies expected ETA should be spring, but we’ll have more coverage soon. **PF**



AND1 Streetball from Ubisoft is a high-speed street ball game based on the AND1 basketball video series. The sporting arena is a new realm for Ubisoft.

## STAR POWER

# TALK ABOUT POP MUSIC

Ready to sing for your supper?

**W**e've managed to get a hold of the confirmed tracklist for the upcoming Australian release of *Singstar Pop*. There's been a few omissions to get a bit of local content on there (we hope you weren't too attached to The Hives or Keane) but it's looking pretty top notch. Only one question: where's Elvis? **LR**

### ALL THE REST...

**ASHLEE SIMPSON** - Pieces Of Me  
**AVRIL LAVIGNE** - Sk8er Boi  
**BEYONCÉ** - Crazy In Love  
**BLACK EYED PEAS** - Shut Up  
**GOOD CHARLOTTE** - I Wanna Live  
**HOOBASTANK** - The Reason  
**JAMELIA** - Stop  
**MANFRED MAN** - Do Wah Diddy  
**ROBBIE WILLIAMS** - Let Me Entertain You  
**RONAN KEATING AND YSUF ISLAM** - Father And Son  
**SISTER SLEDGE** - We Are Family  
**STEPPENWOLF** - Born To Be Wild  
**THE CLASH** - Should I Stay Or Should I Go?  
**TOM JONES** - It's Not Unusual  
**THE DANDY WARHOLS** - Bohemian Like You  
**FOUNTAINS OF WAYNE** - Stacy's Mom  
**ERIK B. AND RAKIM** - Paid In Full  
**BLINK-182** - What's My Age Again?  
**OUTKAST** - Roses  
**ROBBIE WILLIAMS AND KYLIE MINOGUE** - Kids

## AUSTRALIAN AND NEW ZEALAND TRACKS

THE SPAZZYS - MY BOYFRIEND'S BACK  
 SHANNON NOLL - WHAT ABOUT ME  
 MISSY HIGGINS - SCAR  
 INXS - NEW SENSATION  
 DELTA GOODREM - BORN TO TRY  
 EVERMORE - IT'S TOO LATE  
 NATASHA BEDINGFIELD - THESE WORDS  
 SAVAGE GARDEN - TO THE MOON AND BACK  
 BIC RUNGA - SWAY  
 KYLIE MINOGUE - IN YOUR EYES

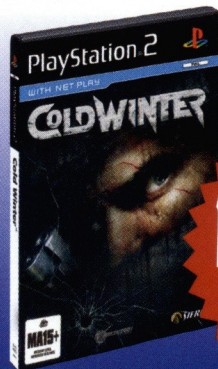
## COLD AND GO SEEK

# WINTER HEAT

The spy that came in from the cold!

**T**o mark the release of *Cold Winter*, Vivendi has dropped off five copies of the stylish new shooter and five Network Adaptors at OPS2 Towers for us to fire out to a few readers. To be a winner all you'll need to do is find Andrew Sterling hidden somewhere in the depths of this magazine. Remember, he's an MI6 agent so he's not going to be easy to track down. If you get it wrong, we'll deny all knowledge of your entry. If you get it right, you'll enter our complicated screening process and may emerge a winner. Get out the magnifying glass... **LR**

**HOW TO ENTER** - Send entries to OPS2@derwenthoward.com.au with "Cold Winter Giveaway" in the subject line, enter on our website www.derwenthoward.com.au or post your entries via snail mail to OPS2 Magazine, PO Box 1037, Bondi Junction, NSW 1355. Email entrants are entitled to one email per competition only. Entries should be clearly marked and include the name of the competition, your name, age, email address, phone number (mobile also) and address. All competitions close 29 June 2005. This competition is also open to NZ residents.



**WIN!**



Big Mutha Truckers 2: Truck Me Harder! is seriously dubiously titled sequel if we ever saw one.



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## PS2 TOP 10 GAMES CHART



**1 GRAN TURISMO 4** continues to not only be king of the streets but also king of the charts. We're not surprised though. 700 cars? That's pretty appealing. Don't expect its success to be slowing down anytime soon either, that's for sure.



**2 GRAND THEFT AUTO: SAN ANDREAS** pops a couple of caps in Solid Snake's ass and sends him down the charts to reclaim a cushy position in second position. Now all it has to do is car jack GT4 to get back on top.



**3 MIDNIGHT CLUB 3: DUB EDITION** cruises in to third position to give Rockstar a second and third finish on the chart. If it can imitate the same success as the NFSU series then we can expect it to be in the top three for some time.

RANK	TITLE	CATEGORY	DISTRIBUTOR
4	Playboy: The Mansion	Simulation	Ubisoft
5	Rugby 2005	Sports	EA
6	Need for Speed: Underground 2	Racing	EA
7	Sonic Mega Collection +	Platformer	Sega
8	Metal Gear Solid 3: Snake Eater	Action	Atari
9	Singstar Party Bundle	Singing	Sony
10	Crash Twinsanity	Platformer	Vivendi

## PS2 RELEASE SCHEDULE

### JUNE

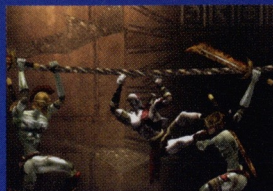
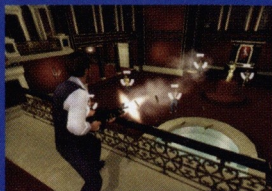
Batman Begins	Action	EA
Bloodrayne 2	Action	Vivendi
Cold Winter	FPS	Vivendi
Delta Force: Black Hawk Down	Action	Vivendi
Destroy All Humans!	Action	THQ
Fahrenheit	Action	Atari
Fantastic Four	Action	Activision
God of War	Action	Sony
Juiced	Racing	THQ
Madagascar	Platformer	Activision
Medal of Honor: European Assault	FPS	EA
Singstar Pop	Party	Sony

### JULY

Cricket 2005	Sports	EA
Killer 7	Action	THQ
Tekken 5	Beat 'em up	Sony

### Q2/Q3 2005

187 Ride or Die	Action	Ubisoft
AFL 2006	Sports	Sony
Burnout Revenge	Racing	EA
Charlie and The Chocolate Factory	Adventure	Take Two
Conflict: Global Terror	Action	Atari
Far Cry Instincts	FPS	Ubisoft
FIFA 2006	Sports	EA
Getting Up	Action	Atari
Harry Potter: Goblet of Fire	Action	EA
Incredible Hulk: Ultimate Destruction	Sports	Take 2
Madden 2006	Sports	EA
Marvel Nemesis: Rise of the Imperfects	Action	EA
NBA Live 2006	Sports	EA
NFS Most Wanted	Racing	EA
Painkiller	FPS	QV
Prince of Persia 3	Adventure	Ubisoft
Rainbow Six 4: Lockdown	FPS	Ubisoft
Ricky Ponting International Cricket	Sports	Atari
Rugby League 2	Sports	Sony
Shrek: SuperSlam	Wrestling	Activision
Soul Calibur III	Fighting	Sony
The Godfather	Action	EA
The Regiment	Action	Atari
Tiger Woods PGA Tour 2006	Sports	EA
V8 Supercars 2005	Racing	Atari
X-Men Legends 2	Action	Activision



## Loading

### SCOT FREE

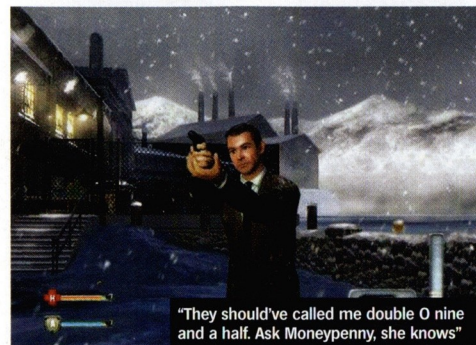
## SHAKEN, SHTIRRED AND SHHHEAN

### EA employs the definitive Bond

**W**hile there's always a strong debate about who's the number two – Brosnan?

Moore? – there has never been any doubt as to which actor gave the ultimate portrayal of super spy James Bond. Knowing this, EA has finally scooped up the man who puts the “ooh!” in 007 (provided you incorrectly pronounce it as “ooh-seven”), Sean Connery, and will be using both his voice and likeness in its upcoming Bond game *From Russia with Love*. Early screens indicate that the game will be a third-person shooter like the well received *Everything or*

*Nothing*, and unlike the very poorly received *GoldenEye: Rogue Agent* (a.k.a. the Timothy Dalton of Bond games). **TO**



“They should’ve called me double O nine and a half. Ask Moneypenny, she knows”

### VICE CITY

## CALL ME AL

### Scarface gets an all-star cast

**G**ood news and bad news for all you *Scarface* fans out there; Al Pacino is lending his likeness to Vivendi's upcoming game *Scarface: The World Is Yours*. Actually, lending may be a little misleading – we don't imagine for a second the screen legend's mug would've come cheap. The bad news is that his distinctive vocal chords will be absent so we're hoping Vivendi can find a kick-ass Tony Montana impersonator.

The roster of other voice actors is impressive though, with original *Scarface* cast members Steven Bauer and Robert Loggia joining comedians Jay Mohr and Cheech Marin, and actors James Woods, Miguel Sandoval, Robert

Davi, Michael Rappaport and Michael York.

We should be able to say hello to Vivendi's little friend at E3 this year so stay tuned. **LR**



“Cockroaches...”

### IN DREAMS

## DUSK TILL DAWN

### Capcom begins work on Onimusha 4

**I**n keeping with the “numerals are so passé” attitude that's so prevalent in the industry these days, Capcom has revealed that the fourth game in its rather good slash-'em-up series will drop the “4” and be known simply as *Onimusha: Dawn of Dreams*. While the game is still in the very early stages of production, we do know that the game will feature a brand new main character, with blonde hair and wielding two swords, and that for the first time in the series the hero will be created from scratch rather than being modelled on a real life actor. So we wasted that whole bottle of peroxide for nothing then. **TO**



Where the hell is Jean Reno?



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**AIR  FORCE**

**ABOVE AND BEYOND**

# Feedback

We spend the whole magazine talking to you - now it's your turn!

## SPEAK TO US!

Come on, we know you guys are bursting to get involved. Share your thoughts with the nation's PlayStation 2 owners in the new, improved Feedback section and you could win an exclusive Atari T-shirt and this issue's Game of the Month! Write to us on paper or by email:

OPS2 Feedback  
Derwent Howard  
PO Box 1037  
Bondi Junction, NSW 1355  
Email: ops2@derwenthoward.com.au



## OPS2 chart

Some games mags are written by people who don't play games very often, but not OPS2 - in fact, we play games so much here that we almost never manage to get a tan in summer! Here's what's been making us pasty this month.



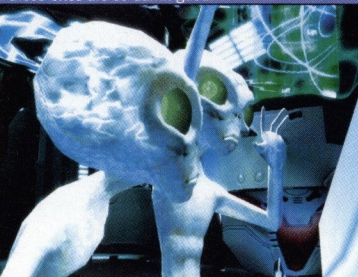
### 1. SOUL CALIBUR II

This month's unveiling of Soul Calibur III gave us a fever. And the only prescription was a big session with Soul Calibur II. We can't wait for the return of the King.



### 2. BURNOUT 3: TAKEDOWN

And then we saw the first screens of Burnout: Revenge... Yes, we know we're one-dimensional and we should play a few different games. But these ones are so damn good!



### 3. AREA 51

Haha! See, we aren't too proud to follow our own advice. Everything about this game except David Duchovny's voice work kicks serious ass!

## SAN ANDREAS TRAUMA

Just imagine you bought *GTA: San Andreas* the day it came out and you've only had it for a couple of months. Then imagine your dad is unable to sleep and goes into the lounge room for a midnight gaming session to try and get himself tired. Not having played it before, he picks up *San Andreas* and puts it in the PS2 (not knowing there is a copy of *Killzone* already in there) and turns it on. He hears a weird noise coming from the PS2 so he goes over to take a look. When he opens it *San Andreas* is in there being scuffed and scratched. He picks it up and looks at it but he can't see any scratches (because it's dark) and he puts it away and starts playing *Killzone*. A couple of days later I go to play *San Andreas* after I've finished all my homework. I was really happy that I could finally relax. I start playing and after about 10 minutes it stops and freezes, so I think it's just a glitch and restart it. Around 10 to 15 minutes later it happens again and I start to get worried. I pull *San Andreas* out and look at it under some light and see it's got circular scratches and scuff patterns on the underside of it. When I talk to my about with my dad he tells me what had happened. I wasn't angry with him because it was only an accident. Anyway I have told you this because I was wondering if you could help me with my problem. If I had enough money to buy myself another copy I wouldn't be asking you for help - but I'm desperate.

Josh, via email

Ouch. We feel your pain Josh. That sounds worse than the time Nick thought he had a romantic dinner lined up with a gorgeous Russian exchange student he met but ended up in the emergency ward being treated for third-degree burns on his arse, inflicted by a soldering iron-wielding dominatrix. Word to the wise: don't mention the words "hot date" when you're trying to pick up foreign girls. We don't have any spare copies of *San Andreas* to send you but we're hoping that a free T-shirt and a copy of *Area 51* will ease the pain. And just for the record, please don't send us hundreds of "my game broke so can I have a free one" letters. To score the letter of the month prize your letter needs to be interesting and original.

## BOOBS, ARE, NICE

Three words. My legacy. Yeah, that's right - that was me. Anyway... back to my point. I had a point somewhere. Gimme a game! Oh wait... that's not it, I remember now. Just a warning, if you don't like whining then avert your eyes. What the hell is with all these crappy sports games filling up my OPS2 magazine? That's right, MY magazine, I pay for it so you gotta listen to what I have to say. If you like sport, go out and play it. If you're too lazy, watch it on TV. Don't go and do something that's in-between. Why the hell do they keep making sports games that are exactly the same as the previous one except there's slightly better graphics and the uniforms are different colours? The only exception to these games is soccer because I'm good at soccer games. Sports like rugby, pool, swimming, golf (especially golf), tennis, football, cricket, and beach volleyball (hold on... beach + female sport = boobs\*). Okay, so the only exceptions to these are soccer and beach volleyball. I'm looking at my PS2 magazine and see *Cricket 2005* and *Ricky Ponting International Cricket*. Both look the same, taste the same\*\* and most likely play the same, yet people still cough up the cash time after time to get a slightly superior edition of a game they already have. So let's see less sport games and more boobs.

Peter, Victoria

\* See? Maths is good for something.

\*\* That's right, I lick my magazines.

Sounds like you answered your own question to us. You think soccer games are okay because that's what you're into. Well, the same goes for all sports. Every one of them has a loyal group of fans who love playing them on PS2. There are probably tonnes of golf fans who love each year's new edition but can't understand why the *GTA* fans keep buying each new game. Don't judge - just play. Except, of course, when it comes to fishing games - they're just stupid.

## MORE EXPENSIVE GAMES?

I am, as you probably all are, looking forward to the release of PS3 in 2006. I do, however, have some concerns and would like to hear your view on the issue. PS3 will be using Blue Ray discs rather than the standard DVD discs currently being used. It is my understanding that these discs can hold up to 50GB once dual layered. That is huge! To program a game that comes anything close to using up even half the available disc space would be a megalithic task, and because of the increasingly sophisticated and specialized field of video programming, development costs will no doubt skyrocket. My first concern is, as EA's vice president Jeff Brown has already stated, this would force the smaller development companies to unwillingly take the same road

as Acclaim: bankruptcy. My other concern is that increased development costs will translate to higher prices for games, something over the magical \$100 mark. Although in Issue #37 you said that if games were to increase in price for PS3 it would only be as a result of inflation, I tend to disagree. If development costs were to increase significantly and PS3 games were to be sold at similar prices to PS2 titles, developers would inevitably lose money. Please let me know what you think. Keep up the good work. OPS2 is the greatest magazine out there.

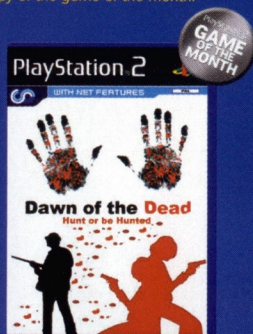
Tim, via email

While it's true that creating PS3 games from scratch will be considerably more expensive than it was for PS2 games, there's no reason to think the smaller developers will go bankrupt. PS3 games can be made at similar costs to PS2 games if the use of shared graphics and physics engines continues to increase. If there are 10 developers all creating games in *GTA*-style 'living worlds' then there's a huge amount of almost identical things that need to be created. If each developer is creating unique graphics and physics engines for every one of the hundreds of cars, buildings and people in their games then that's a very expensive task. However, if the developer licenses technology for its game from the larger developers, but then does something original and fresh with it, then you have an affordable game for the smaller developers.



## IT SHOULD BE A GAME

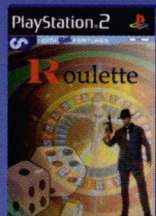
If you've got a great idea for a game, email it to ops2@derwenthoward.com.au or post it to the usual address. Don't forget to create a cool looking cover. The best one each month scores a free copy of the game of the month!



### DAWN OF THE DEAD

An outbreak of un-deadness has swept across the globe, cities burning, people screaming. Prepare to join the hunt! In *Dawn of the Dead* you go online to take part in a MMORPG. Become a Zombie and fight for the legions of hell or grab the nearest thing to you and battle for the survival of mankind! Featuring thousands of customisable weapons, from homemade spear guns to customised vehicles! You and your clan must live and survive in a world dominated by rival clans and armies of zombies!

Milney & Renegade, via email



### ROULETTE

To save his family and his life, John Sandford must find a savior in his vice. The year is 1921. John Sandford, a veteran of The Great War, finds himself in a state of despair. Prior to the war, he amassed a huge debt at the Mob-ruled Old Royale Casino. On his return from service, John learns that his family is being held by the mob. The condition: win \$180,000 in cash from a rival casino. The mob wins, his family wins. How could John possibly lose?

Alex Price, WA



### LEGO BUILDER 2005

You take the role of a budding young 10 year old who must construct a massive LEGO world! 1000s of blocks available at your finger tips! Battle small children trying to destroy your creations! Watch out for the evil vacuum! Pull pieces apart with your teeth! Step on small pieces and yell out F#@K! Available June 2005. May contain small parts.

Woody, via email



## WISE WORDS

Today I'm going to be complaining to you about ratings. What is the point of having ratings on a game? It always bugs me when you go to buy a game but it's got R18 or R16 on it so you have to drag along one of your parents or pay some random guy outside to act as your dad. I just don't see a point in them. Apparently it is supposed to stop young kids from buying games that may have a "violent" influence on us. I have *GTA: San Andreas* and I don't go around and hit people with baseball bats or go on killing spree. It's just another hurdle that games developers have to avoid when making a game.

Ryan Olsen, via email

You're so wise, Ryan. You're like a little Buddha – except more email-savvy. Unfortunately right down the other end of the Wise-o-meter are our politicians. No matter how old videogames players get (25 was the average age last time we checked) politicians refuse to see gaming as anything but children's entertainment. Then again, without ratings three-year-old Billy's birthday present from Nanna might be a brand new copy of *The Punisher* – so games need to be rated accordingly if they ever want to be

treated with the same respect as films. When we were kids, we don't think our parents would've been receptive to us dragging them around buying nudie mags and R18+ movies for us.

## PSP HANDS-ON

Oh my god! On a recent trip with my family I went to a local fish 'n' chip shop. Just outside the entrance I was lucky enough to see some guy playing a PSP. I was absolutely gobsmacked when I saw it! It was such an amazing thing to see, with its big screen, great sound and graphics. I just can't wait to get my hands on one. Those idiots at Nintendo don't know what's going to hit them. The handheld console market is PlayStation's for the taking. Every fan of PlayStation has to buy one, I just can't get over how magnificent it is! You guys are truly the best in the world!

James Paolucci, Melbourne

We couldn't agree more. It's one thing to show you pictures of the PSP and tell you about how fantastic it is, but it's not until you actually have one in your hands that you can appreciate just how huge a leap forward it is for handheld gaming. September just can't get here soon enough.

## INSIDE GAMING

Naz sits down with one of Area 51's extraterrestrials (Ernie)

**Naz:** What made you decide to visit our planet?

**Ernie:** You know how it is. I always wanted to have a holiday on Alpha Centuri but it was going to take me a hundred light years just to save up the space bucks for a few nights in one of their moon hotels. Everyone has been telling me Earth girls are easy, so I figured why not save some cash and get a little action at the same time? That's how I roll.

**Naz:** What do you mean Earth girls are easy? I haven't had a date in four years.

**Ernie:** You must be doing something seriously wrong, pal. If you've got a sweet ride you get all the chicks you can handle. And nothing on this pissweak planet is even half as pimped-out as my UFO. I've just had it lowered, it's 100% chrome and my stereo has enough juice to shatter small planets. What do you drive?

**Naz:** A '93 Laser...

**Ernie:** Ouch.

**Naz:** If you were getting so much action why did you need to work on Area 51?

**Ernie:** When was the last time you gassed-up a UFO? You can't just pull into a servo and grab the unleaded pump. I need to a couple of fresh Uranium cores each month to generate the 1.21 gigawatts this sucker uses. Getting Uranium isn't easy either. You heard about Saddam's missing 'weapons of mass destruction' didn't you? My gas tank is what happened to them!

**Naz:** So Area 51 was the easiest way you could think of to get the cash?

**Ernie:** I was going to enter my UFO in a pod race but then I found out this backwater planet doesn't even have pod

racers. My next idea was to use my telekinetic powers to win the cash at a casino by pulling the old 'Jedi ball trick' on the Roulette table. Of course I found out the hard way that the Ferengi run all of Earth's casinos and they're wise to old ET tricks like that.

**Naz:** Right... Did you enjoy working on Area 51?

**Ernie:** It was going great until I bumped into Dave. That bloke is one grumpy bastard. He's a Cremorian fangor beast who's still mad at me for trashing his planet during one of my benders.

**Naz:** You trashed a planet?

**Ernie:** I only planned to have a couple of Ewok beers, then things got a little crazy. Apparently I did a pub crawl from one side of Omega Prime to the other – streaking the whole way. I think I was trying to 'moon' Cremoria out the window of my UFO when I accidentally crashed into its moon, messing up its orbit and kicking the planet into an ice age... but I don't really remember much after the third keg of Ewok beer. They may look like teddy bears but they can brew a beer that'll rip the nipples off a Telaxian swamp mutant!



# Pre-play

## HANDS-ON

PLAYERS: 1-2 (MULTI ONLINE)

DISTRIBUTOR: EA

DEVELOPER: EA CANADA

WEBSITE: [WWW.EA.COM](http://WWW.EA.COM)

LAST SEEN: FIRST LOOK

RELEASE DATE: NOVEMBER

PERCENTAGE COMPLETE

50%

**NEED FOR SPEED MOST WANTED** takes all of *Underground*'s amazing speed and limitless tuning options, then shifts the intensity up a gear with Hollywood movie-style cop chases. How can it go wrong?



This car's hot. And by hot, we mean stolen

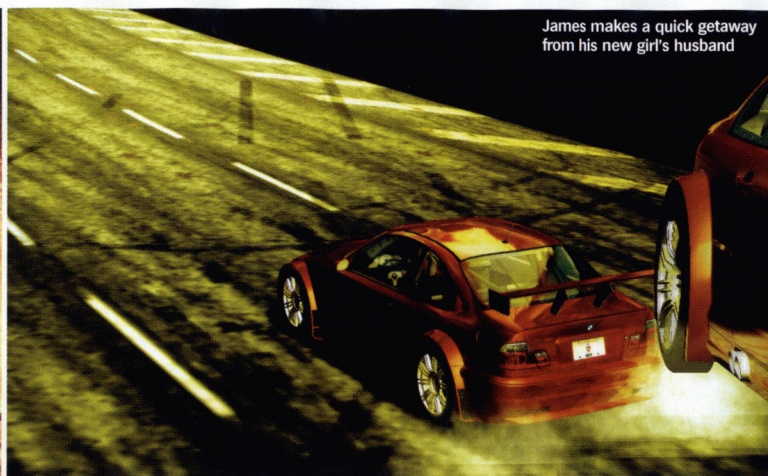


① KAZUO CALLAWAY - THE PROJE  
② OWES ALLEN - THE PROJE  
③ MIA TOWNSEND - ASALUN  
④ TORO SATO - EAST GRAD  
⑤ HECTOR DOMINGO - GRAM  
⑥ RONNIE McCrea - BRUNNEN  
⑦ EDDIE LEW - SML  
⑧ JOE VERA - KONIKOR  
⑨ JORDAN K... - CHA...

## FUN FACT!

The more races you win and police you evade the higher up the list of the most notorious drivers you will go and the more respect you will get.





James makes a quick getaway from his new girl's husband



X RACING

# NEED FOR SPEED MOST WANTED

**Bad cops, bad cops, whatcha gonna do...**

**2** 003's *Underground* makeover transformed the *Need for Speed* games from a mildly successful franchise into an unstoppable racing juggernaut. With 15 million copies sold in the last two years alone its success is second only to the *Grand Theft Auto* franchise. However, often the most successful games are the hardest ones to improve upon. So rather than simply updating *Underground 2* with the usual bells and whistles, EA has gone back to the roots of the *Need for Speed* series and focused on creating the most adrenalin-charged and spectacular police chases we've ever seen.

For people who have only played the two *Underground* games, the earlier *Need for Speed* games added the element of police evasion into their races. Getting across the finish line first wasn't your only concern. You also had

to keep one eye constantly on your rear-view mirror for police cars that might put a premature end to your street racing. As well as cop cars trying to pull you over, players also had to dodge road spikes and missile-firing police choppers. *NFS Most Wanted* keeps the tuning options and the fantastic sense of speed that made the *Underground* games so popular, but also adds in the cop chases that fans of the earlier *Need for Speed* games have been crying out for.

To say that *Most Wanted* takes the police chases we're used to and cranks them up a notch is the understatement of the year. In the old games you only had to concern yourself with one or two cop cars on your tail and they'd rarely do much except wait for you crash so they could arrest you. In *Most Wanted* it's possible to have 10 cop

cars aggressively pursuing you – which puts even the best movie police chases to shame. Rather than just passively tailing you while they wait for you to make a mistake, *Most Wanted*'s police will use real-life police strategies like boxing you in with cars in front, behind and to the side, then smashing you off the road. They'll even co-ordinate with each other over radios to set up roadblocks. The police in *Most Wanted* also behave refreshingly realistically compared to the omnipotent cops in the *Grand Theft Auto* games (who always knew where you were no matter how well you hid and seemed to teleport themselves behind you constantly). In this game if you do manage to get around a corner and duck down into an alley before the cops swing around the corner then they'll drive right past, oblivious to your hiding spot. After this the cops will not be able to chase you until they actually see your car again. Giving the police even more authenticity, they're just as likely as you are to make mistakes at high speeds. Unlike some games where the cops seem to be connected to your car by an invisible rope, the more dangerously you drive, the more likely the cops are to misjudge their driving and crash explosively.

Speaking of explosive crashes, that leads us to the next big difference in *Most Wanted* – crash damage! Hooray! No longer will cars react to 200kmph head-on collisions as if they've rolled into a mattress at 2kmph. The EA team was a little cagey about revealing exactly how crash damage will be worked into *Most Wanted* but we were able to get them to confirm that all of the police cars in the game will feature real-time damage. And we also found out that the game's environments will feature destructible elements like fences, trash cans and other obstacles – opening up a wealth of short-cuts that can be taken to evade the police. Even after the blowtorch and pliers treatment we couldn't get the team to confirm whether the cars you race will feature crash damage too, but considering all the destruction happening around them, it would feel weird if they were indestructible. Our money's on real-time damage for all cars. And you better believe all the money we win from that bet will be set aside for our shiny copies of *Most Wanted*. There's no question this will be one of 2005's hottest games! Check back next month for our huge behind-the-scenes preview! **Narayan Pattison**

## NIGHT AND DAY

As you may have noticed, *Need for Speed Underground 2*'s night setting has been ditched in favour of *Most Wanted*'s daytime setting. The reason for this is that street racing during the day is naturally more dangerous and will attract a lot more police attention. EA is keen to point out that *Need for Speed Most Wanted* will not replace the *Underground* franchise – both *Underground* and *Most Wanted* will move forward as separate *Need for Speed* franchises.

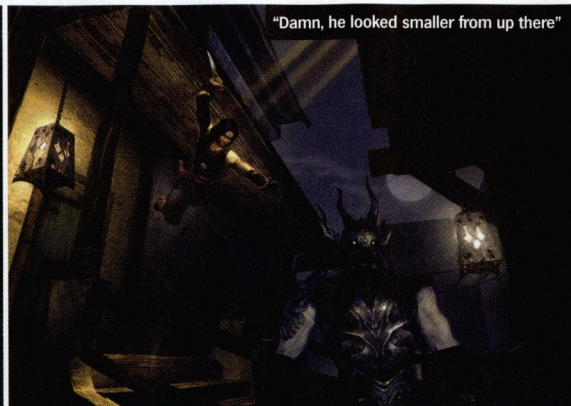
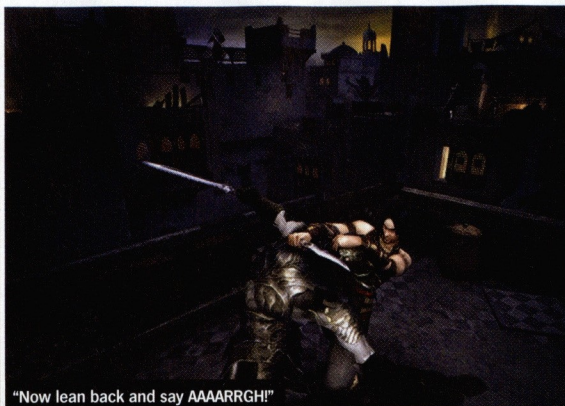


## FIRST DETAILS

PLAYERS: 1  
DISTRIBUTOR: UBISOFT  
DEVELOPER: UBISOFT MONTREAL  
WEBSITE: WWW.PRINCEOFPERZIA.COM  
LAST SEEN: FIRST LOOK  
RELEASE DATE: LATE 2005

PERCENTAGE COMPLETE  
50%

PRINCE OF PERSIA 3 is the culmination of the Prince's first PS2 'opus' and he's going out in style. The acrobatics of the first game and the dark look of the second have been retained and an awesome array of new combat moves. Hopefully this will be the best POP since Paul lost his cherry to Big Earl!



## X ADVENTURE

# PRINCE OF PERSIA 3

*Come on Prince, turn that frown upside-down*

**B**eing a prince is a tough gig. Just ask the Prince of Persia. In his first PlayStation 2 adventure he had to give up the love of his life in order to save the world. In his second PlayStation 2 adventure he had to travel back in time to save his life, running the risk of dooming his beloved Babylon. And in this year's instalment our hero will be forced to confront the terrible consequences of his actions and try to make things right.

Way back in 2003, *Sands of Time* reintroduced gamers to the joys of platform gaming. This wasn't the clunky, awkward 3D platforming we'd all resigned ourselves to. This was something new: the Prince was an acrobat and he moved like one, swinging, jumping, vaulting, running and wise-cracking like a cross between Errol Flynn and Disney's Aladdin. The game featured gorgeous graphics, some of the best level and puzzle design in years and a light-hearted tone that set it well apart from the glut of 'extreme' and 'dark' titles on the market. The only blemish was that the fighting wasn't as sophisticated as the platforming; some combats went on too long and it lacked the rest of the game's flow and grace. Despite this niggle, *Sands of Time* was one of the best games of the year and in fact won many game of the year awards. Disappointingly, it didn't live up to Ubisoft's sales expectations, so when the time came to make the sequel, changes were made.

The balance of the game shifted more towards combat and the tone darkened. The Prince lost his happy-go-lucky

persona and his droll internal monologue in favour of a more generic silent, dark and brooding approach. These changes were controversial and didn't meet with universal approval. Fortunately, the platforming and exploration at the game's heart remained intact and for those players who could ignore the distractions of the extra combat and the new Prince, an excellent game was there to be found. The fact that it outsold its predecessor was seen to vindicate the changes in tone and balance therefore ensuring that future games would share its style.

In the third game, the darkness remains and the Prince must once again deal with the consequences of his actions. Specifically, by destroying the Sands of Time (in *Warrior Within*) he has created a new timeline, one in which things are much different from the way they were. As he returns home to Babylon after his adventures, with Kaileena in tow, he finds the city in flames. Ruled by the Dark Prince – an evil version of himself created by the new timeline – the city is ravaged by war and the Prince becomes a fugitive in his own city. Even his father, the King, tries to kill him after mistaking him for his dark alter ego. Pursued by an entire army? Bring it on, pussies.

This leads to some new gameplay mechanics, which Ubisoft showed us in an exclusive first look at some game footage. The Prince's new adventure takes place across the rooftops and along the dark and narrow streets of the lower city, as well as within the massive citadel that dominates the skyline. Even Babylon's famous real-world

locations (the hanging gardens, the Ishtar gate, the Temple of Ishtar, the Ziggurat and the three main palaces) will feature, though Ubisoft has released no details of which ones will be included.

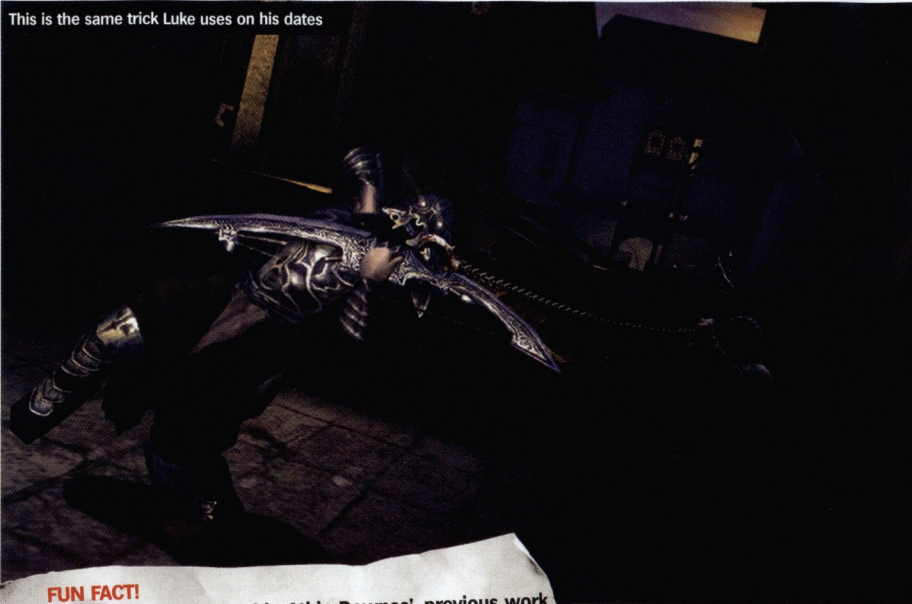
The Dark Prince will be a playable character through some portions of the game and both princes will take advantage of an expanded Free-Form Fighting system, impressive-looking stealth kills (clearly the Prince has been talking to fellow Ubisoft character Sam Fisher) and new time manipulation powers. The idea is to give players more control over how they play the game and more flexibility when it comes to approaching each level. The gameplay movie we saw featured the Prince breaking necks while hanging upside-down from a rope, using a chain to trap and strangle enemies while remaining hidden in shadows and using leaps and wall runs to launch himself at his opponents.

One thing players really liked about *Sands of Time* that was missing from *Warrior Within* was the Prince's stream of dialogue with himself. This helped players feel a closer bond with the Prince and made him a far more sympathetic character. Ubisoft has listened to this feedback and assured us that we'll once again be privy to the Prince's inner most thoughts and feelings.

You can't draw a definitive conclusion from a gameplay movie, a press release and some artwork but nevertheless we're hopeful that this year's *Prince of Persia* will be a real treasure. **Michael Butler**



This is the same trick Luke uses on his dates

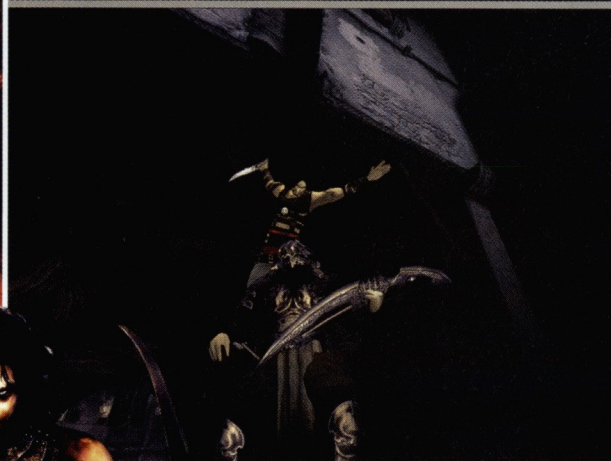
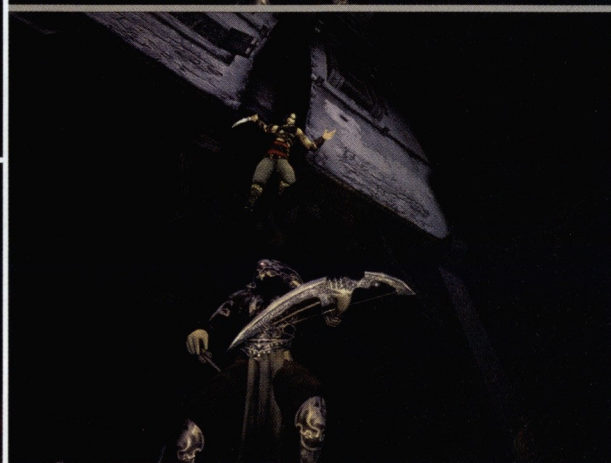
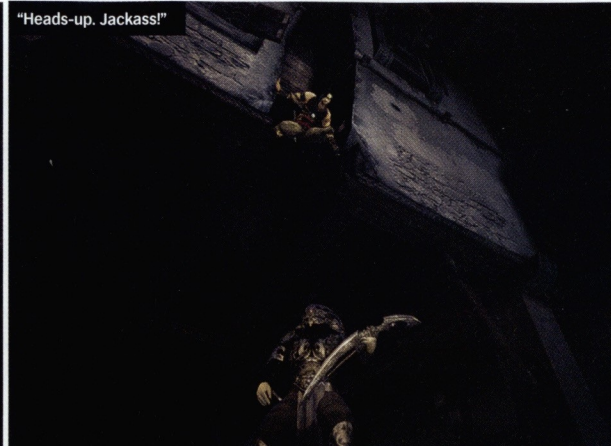


#### FUN FACT!

Voice of the Prince, Robin Atkin Downes', previous work includes Soldier in MGS3 and 'Additional Voices' in Barbie as The Princess and the Pauper.



"Heads-up, Jackass!"



#### CLOTHES MAKE THE MAN

The 'old' Prince was a light-hearted, swashbuckling hero, ready for bold feats and derring-do. He was a handsome devil and his ladies' man routine with Farah was both charming and believable. With his baggy pantaloons, elegant scimitar and dashing goatee he looked like a character lifted directly from the Arabian knights. Every bit the spoiled, arrogant and yet somehow charming Prince, fans of the game loved his whimsical musings and his graceful acrobatics.

The 'new' prince has been hardened by the terrible consequences of his actions. Now a battle-hardened warrior and vagabond he is battle-scarred and armoured. Gone are the amusing quips in favour of stony silence, broken only by his taunts and boasts in combat. His battered clothing, jagged swords and stubble mark him as a man on the run, not so much a dashing hero as an embittered survivor. Smoldering with rage at the fate he has made for himself, he is a desperate man on a desperate quest.



# Pre-play

## FIRST LOOK

PLAYERS: 1-2

DISTRIBUTOR: SONY

DEVELOPER: NAMCO

WEBSITE: SOULCALIBUR3.NAMCO.COM

LAST SEEN: FIRST LOOK

RELEASE DATE: SEPTEMBER 2005

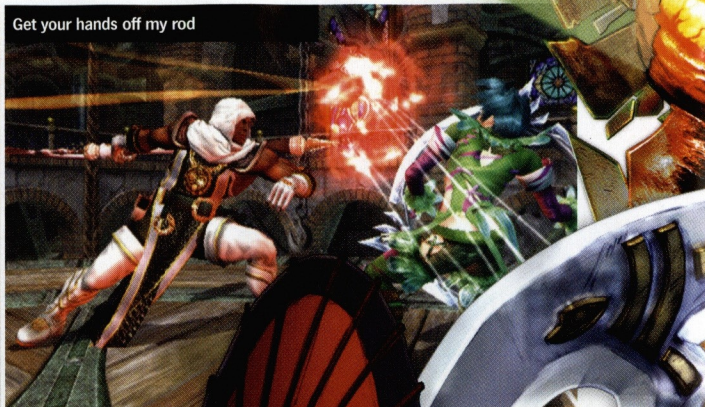
PERCENTAGE COMPLETE

40%

**SOUL CALIBUR III** has a long legacy to live up to. *Soul Blade* on PSone was one of the first fighting games to include weapons combat and each instalment has become a paragon of the fighting genre. Fortunately SC3 looks to maintain that high standard.



"Go on, shove your fist in my ring"



Get your hands off my rod

## × BEAT 'EM UP

# SOUL CALIBUR III

*Tale of souls and swords? Check. Stage of history? Check*

**T**hough *Soul Calibur II* is still one of the largest causes of lost productivity, gambling and profanity in *OPS2 Towers*, Namco has stunned us all with the recent announcement of *Soul Calibur III*. There's barely a lunchtime that passes without Naz rorting a BS ringout with Astaroth or James positively violating his opponent with Ivy's serpent blade. While we're still bathing in the awesomeness of the previous game, Namco is already hard at work on a package that promises to up the ante in every conceivable way.

Three new characters featured prominently in Namco's announcement. The first is an alluring lady-assassin by the name of Setsuka. Returning home after a mission, Setsuka finds her master dead, with whispers through the village saying a man called Mitsurugi is responsible for her master's untimely demise. Burning for vengeance, Setsuka embarks on a journey to settle the score with the samurai. Resplendent in the shimmering red robe that was her master's bequest, Setsuka wields a katana cleverly concealed in an umbrella – the very blade hundreds of men have fallen to.

The next new character to grace the stage of history is Tira. Somewhere between a harlequin and a lunatic, Tira willingly serves the demon blade Soul Edge. As part

of her quest to restore the blade to its ultimate form, she summons the azure knight Nightmare from the nether to assist towards her twisted ends. With a gothic look and a lithe young frame, her weapon of choice is a massive steel hoop honed to a razor's edge that she wields with angelic grace but no mercy.

Zasalamel is the third new warrior contesting Soul Edge. With dark skin and long flowing robes, he looks a lot like a pharaoh from Ancient Egypt – probably an accurate indication of his true age. Dabbling in the dark arts for many years, Zasalamel had finally discovered the secret to immortality, but the price was an eternal life of suffering with no chance of respite. Hearing of Soul Edge, Zasalamel is convinced that a blade of such power may be able to bring him peace. While his story sounds quite tragic, his sinister appearance suggests that his motivations may not be what they seem. Zasalamel's weapon is a massive scythe adorned with an eagle, which he uses to reap his opponents like chaff.

While Namco has only announced the three new characters, the developer hasn't ruled out adding more new faces into the mix. From the wealth of screenshots we've been pouring over, it's become readily apparent that virtually the entire cast from *SCII* is back for more.

While *SCIII* is boasting an impressive wealth of game

"I ripped this off your mama's bed"

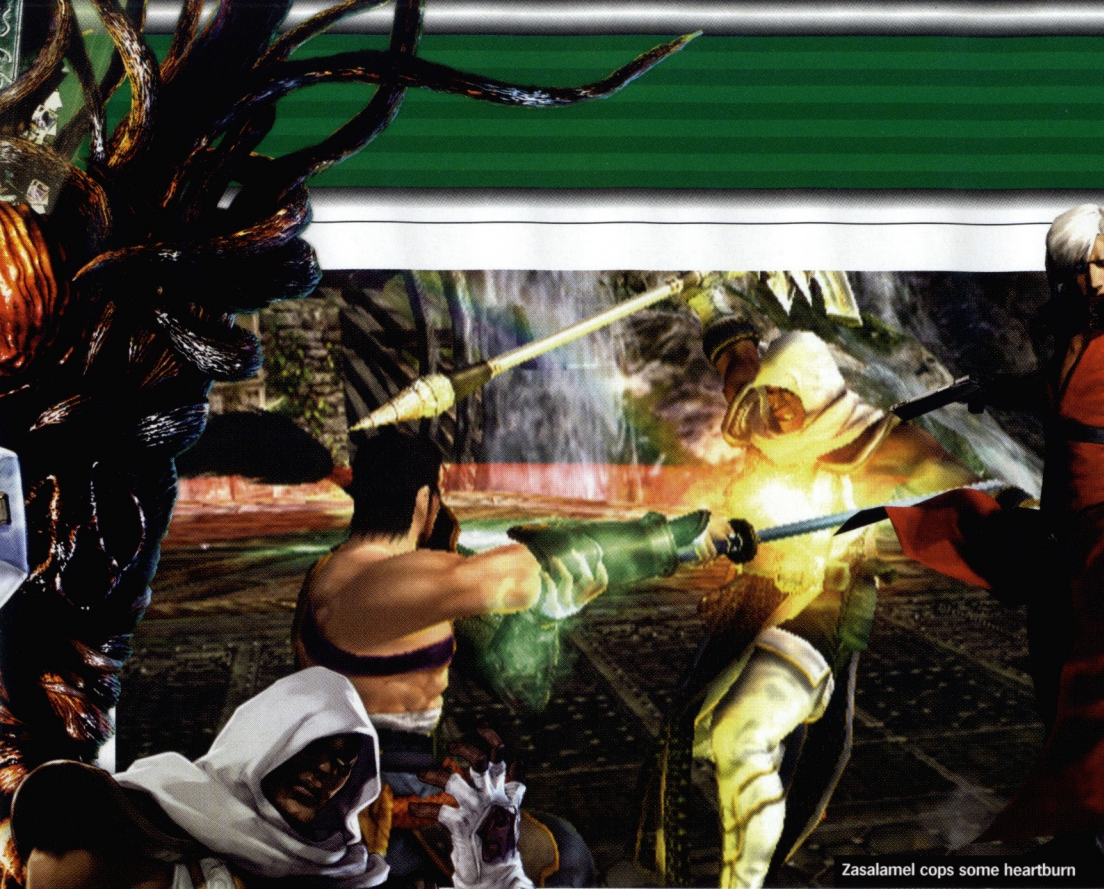


"Here's something Paris taught me"



## THE EDGE OF SOUL

If you can still track down a copy of *Soul Blade* for PSone, it basically pays for itself with one of the best game intros ever. Unfortunately the rest of the game is a little outdated.



Zsalamel cops some heartburn

## DEVIL MAY OR DEVIL MAY NOT

There's more than a few rumours flying around at the moment about everyone's favourite action hero Dante appearing in *Soul Calibur III*. The fact that there has been collaboration between *Devil May Cry*'s developer Capcom and *Soul Calibur*'s developer Namco on the upcoming strategy RPG game *Namco X Capcom* suggests that this may not be such a far-fetched assumption. On the other hand, Namco has officially said that it has 'done' guest characters in *SCII* (like our beloved Heihachi), and will be focussing on the custom character modes rather than revisiting the same guest concept again. What does this all mean? Not a hell of a lot at this stage, so keep your eyes glued to *OPS2* to find out how the situation unfolds.

modes, the most intriguing feature so far is the new ability to create your own character, with numerous options to customise their appearance, attire and fighting style. How much you'll be able to customise your character's specific moves is unclear as of yet, so it's unconfirmed whether you'll select a character's moveset (like Taki), or be able to entirely decide your character's arsenal of techniques. We're also dying to know which game modes you'll be able to wage war in with your custom fighter. The only bad news at this

juncture is that because Namco is concentrating on creating a compelling experience for single play and lounge room versus modes, it's unlikely that *SCIII* will feature online play.

With *SCIII* still the at top of the heap, and with *Tekken 5* on the horizon, Namco is its own fierce competitor for your fighting dollars. So slip into your reinforced Voldo codpiece and start practicing your 6-hit crotch juggles to bide the time until *Soul Calibur III* arrives. You KNOW it impresses the ladies. **Nick O'Shea**

## NEW SWORDS ON THE BLOCK



### Zsalamel, the Enigma

The magician who renews his body each time his life ends searches for the two swords that may bring him the peace in death he could not find in eternal life.



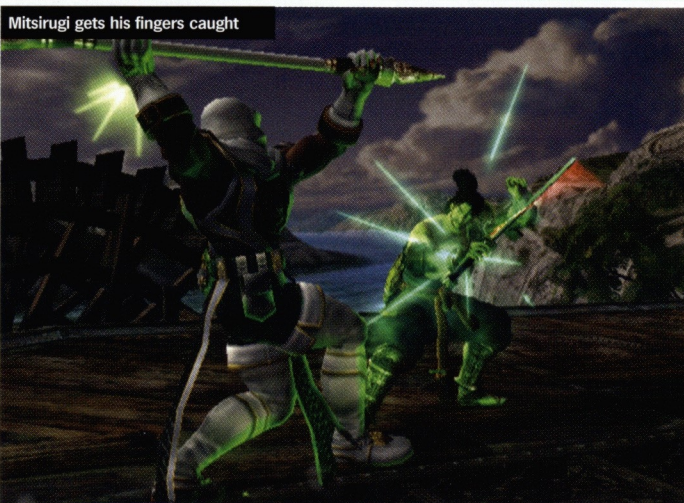
### Tira, the Merciless Assassin

She is the sword's faithful slave. Two tasks drive her - to release the Soul Edge from the grasp of the spirit sword and to find its new, ultimate host.



### Setsuka, the Avenger

Realising her love for her master only after his death, she swears revenge on Mitsurugi. Dressed in a kimono left by her master, she is a beautiful goddess of war in bewitching robes of mourning.



Mitsurugi gets his fingers caught

# Pre-play

## HANDS-ON

PLAYERS: 1-4

DISTRIBUTOR: EA

DEVELOPER: EA LOS ANGELES

WEBSITE: [WWW.EAPLAY.COM](http://WWW.EAPLAY.COM)

LAST SEEN: FIRST LOOK

RELEASE DATE: JUNE

PERCENTAGE COMPLETE

70%

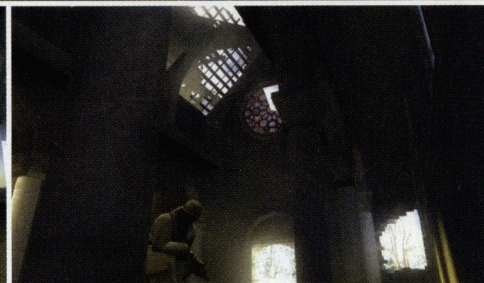
**MEDAL OF HONOR: EUROPEAN ASSAULT** drops the prequel's online mode, which will hopefully allow EA to focus on the strength of the series; the delivery of a meticulously authentic and explosively cinematic WWII experience for lone soldiers.



"Die you bastard clouds, DIE!"



They decided to take the stealth approach



x FPS

# MEDAL OF HONOR: EUROPEAN ASSAULT

**EA sets out to separate the Brothers in Arms from the sisters in skirts**

**W**ar! Hungh! Good God, y'all! What is it good for? Absolutely nothing! Great song – but not entirely correct, because without war we wouldn't have cargo pants – and without those extra pockets, how else would you smuggle your homemade caramelised popcorn into the movies? And then of course there are the countless war-based first-person shooter games released each year – what, you'd prefer pacifistic first-person-smile-and-turn-the-other-cheek games? Didn't think so, Private.

More than any other war, World War II has consistently been the most popular conflict for game developers and will once again be providing the inspiration for the latest *Medal of Honor* game, *European Assault* (looks like your hopes for a game based on the Cola wars have been dashed, again. Please, no

more letters). The latest *MOH* has you stepping into the combat boots of US Army Lieutenant William Holt and relies on you to become the driving force in the struggle to liberate Europe in 1942.

So there's no sign of old series stalwart Jimmy Patterson or er, Joseph Griffo (he was the protagonist in *MOH: Rising Sun*, apparently). With *European Assault*, EA is looking to start afresh and reinvent the series that, despite popularising the WWII genre and spawning numerous imitators, was starting to feel a bit stale by *Rising Sun*. Want to know what else is gone? The online mode introduced in the previous game, for one thing. It may come as a surprise to you, particularly in this current gaming era, but it seems as though the development team is going to let *Call of Duty* and *Brothers in Arms* battle it out for online dominance and

instead put a firm focus on recreating the loneliness, desperation and terror endured by the lone gunman.

In keeping with the common trend in recent FPS games that favour a more realistic approach to inventory, *European Assault* only allows you to carry two weapons at a time (plus grenades). There's a stricter focus on the use of cover in fire fights too, and you can now lean left or right to peak around corners without providing an easy target for your enemies to hit. If you get surprised by a close encounter with an enemy, there's always the 'kiss my rifle butt'-style melee attacks.

Previous installments in the series have been criticized for suffering from rigidly linear level design, but from our hands-on time with *European Assault* we're quite happy to report that the situations in it can more often than not be approached from multiple angles, and



"Ok, \$10 says I can hit that skydiver before he hits the ground"

**FUN FACT!**  
European Assault was originally going to be titled 'Dogs of War' but was changed to appease the French. We then suggested 'Frogs of War' and were asked to leave.



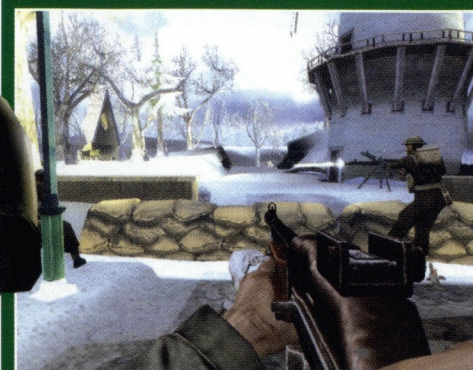
"Not bad considering I only took one shot"

there's rarely the feeling of being forced staunchly down a singular path. Each mission has primary, secondary and tertiary objectives, so the developers are giving you reason to explore the more expansive environments. There's still the odd door or two that can't be opened, but nowhere near as many as before.

Of course no EA game would be complete without a trademarked new feature, and in *European Assault* we get Rally Mode. No, we're not talking about a WWII-themed kart racing mini game, the Rally Mode meter is built up by scoring head shots or multiple kills, and when the meter is full you can go into a state of heightened awareness where you're invulnerable and your shots deliver one hit kills. Sure, it detracts from the realism a bit but hey – it's totally optional.

As you would expect from *MOH*, the dozen or so missions in *European Assault* take you through actual historical battles in St. Nazier, France; North

Africa; Stalingrad, Russia; and the infamous Battle of the Bulge in the Ardennes. Which is not to be confused with our infamous Battle of the Bulge in our Year 8 Sex Ed class – boy, those anatomy drawings were so realistic that Mrs. Collins could never again look us in the eye during roll call. ♫



## THERE'S NO 'I' IN 'TEAM'

But there is an 'EA' in 'TEAM', and seeing as though EA is the abbreviation for both *European Assault* and its creators Electronic Arts, it made sense to incorporate squad-based gameplay into the single-player game (provided you don't think too hard about it). It's far from *Rainbow Six*-style strategy, but the squad system certainly adds to the immersion as each of your surrounding officers has their own name and identity. You'll care about their fate in the battle, so much so that you can even use special medipacks to heal downed comrades. Speaking of which, we've downed a few 'comrades' in the space of writing this preview (we're talking about vodka shots).



## WAR OR BORE?

*MOH: Frontline* had the epic *Saving Private Ryan*-style D-Day storming of the beach. *MOH: Rising Sun* had the Pearl Harbour-style (the explosive bits, not the crap romance) bombing of er, Pearl Harbour. Both were absolutely exhilarating experiences, and effective in riveting you to your seat for the rest of the campaign (not to mention justifying your surround sound setup to your nagging wife). So what can *European Assault* do to top them? Well, see, you start off on this boat at the docks, and there's some guys shooting at you from behind crates... Hey EA? The Dictionary called, says it wants its definition of "underwhelming" back. Thankfully it's a 'work in progress', so hopefully we'll see a much better opening mission in the final game.



## Pre-play



### HANDS-ON

PLAYERS: 1

DISTRIBUTOR: ATARI

DEVELOPER: SHINY

WEBSITE: [WWW.ATARI.COM.AU](http://WWW.ATARI.COM.AU)

LAST SEEN: FIRST LOOK

RELEASE DATE: LATE 2005

PERCENTAGE COMPLETE

40%

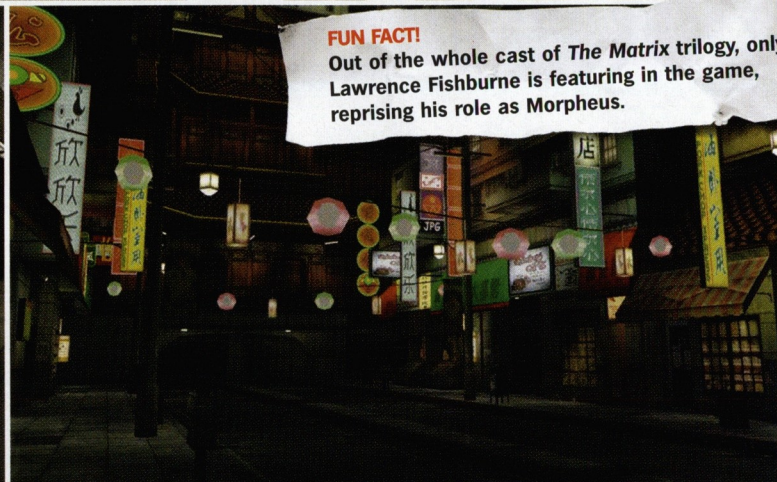
**THE MATRIX: PATH OF NEO** picks up at the beginning of the first *Matrix* movie and follows the path through the trilogy, the *Animatrix*, the comics and everything else involved with *The Matrix* universe.



Why don't you take off the pussy clown suit and say that again Officer Leroy?



Naz's birthday party was pumping



### FUN FACT!

Out of the whole cast of *The Matrix* trilogy, only Lawrence Fishburne is featuring in the game, reprising his role as Morpheus.

**X ACTION/ADVENTURE**

# THE MATRIX: PATH OF NEO

## Welcome back Mr Anderson, we missed you

**E**nter *The Matrix* wasn't weak because of the graphics or because it was tied in with two of the worst sequels ever made. No, *Enter The Matrix* was weak because you were forced to play with two characters you knew nothing about and didn't really want to know anything about. Well, *Path of Neo* is set to fix all the problems that plagued *Enter The Matrix*. The graphics will look out of this world, the action will blow away anything Schwarzenegger has done and the best part is that you finally get to play as The One.

*Path of Neo* will take you through the complete life of The One, from nerdy Thomas Anderson to the bullet-dodging Neo. There have been a few changes made along the way to help the story feel more exciting for the player though. For example, in the movie we meet Neo waking up at his computer downloading some internet porn, but in the game you'll start in a nightmare sequence with Agent Smith.

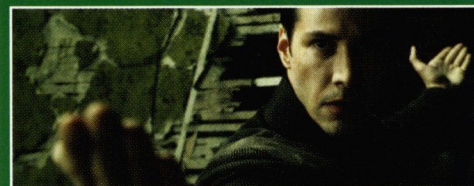
The story won't be as straightforward you might expect because *Path of Neo* also features a branching storyline. During the game you'll have plenty of decisions to make. While there's no wrong answer to any of these decisions, the story will change based on how you deal with the situations thrown at you. It may always finish the same way but the path you take can change significantly.

From what we've seen there'll be no need to worry about any boring parts because *Path of Neo* looks like it's going to be crazier than Tristan after he's done a double beer bong.

We've seen moments where you'll be flying helicopters and unloading its chaingun, going crazy in gun fights that look even better than the ones in the films and, of course, busting skulls in the famous burly brawl with the Agent Smiths. Shiny has been working hard on this one and we can tell you that during that fight you will see 1000 Agent Smiths on the screen at once, and every one of them will want a piece of your ass. Neo's moves are all amazing to watch and will be easy to pull off. You can even fight four guys at once and send them all to the deck simultaneously. In some parts you'll even get a samurai sword. While you won't be slicing off people's heads or making chow mein with their entrails, you will get to do some nifty sword tricks that are flashier than any of Dante's moves in *Devil May Cry*. You'll get some killer weapons to use along the way, but your deadliest weapons will be your fists and the millions of kung fu combo moves at your disposal.

But like that old Joe Cocker song, you will need a little help from your friends. Fortunately, they've all come back to lend a hand. Trinity, Morpheus and even The Oracle will feature in *Path of Neo*. Just like in the movies, you'll probably "work" the closest with Trinity. While you don't get to nail her, you will get to kill a lot of people with her. How romantic.

Overall it looks like Shiny has learnt its lesson from *Enter The Matrix* and is trying to make sure *Path of Neo* turns out much, much better. By the looks of it Shiny's right on track. We'll have more info on *Path of Neo* after this year's E3. **Paul Frew**



## I KNOW KUNG-FU

*Path Of Neo* will feature various training levels where you will learn new kung-fu moves. As you know from the movies, Neo learns kung-fu in a special dojo. While most training levels in games are dull and boring, Shiny has made it a little more exciting by having the dojos appear as though you're fighting in an old kung-fu film – complete with sound effects and all. Start practising your crazy facial expressions otherwise you could get really hurt!

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# Pre-play



It's exactly like an English soccer match



"No one picks up my girl"



This is Paul when the Jehovah Witnesses come around



"You know in this light, you kind of look like the editor of Xbox Magazine"



✕ SURVIVAL HORROR

## RESIDENT EVIL 4

We guarantee you've never played anything like it

**W**hen we first previewed *Resident Evil 4* we'd only sunk our teeth into the early levels and already we could see it would be a monster hit. Now that we've played it from start to finish (five times, actually) we'd be surprised if any game this year can match its quality! *RE4* delivers the sort of intensity, pacing and visual style that we honestly didn't think was possible on this generation.

*RE4* nails it in every category. Every weapon, from the head-pulping shotgun to the always hilarious flame grenades, are satisfying and brutally effective. Your enemies are quick enough to duck out of the way of your bullets, so determined that if you run inside a building they'll just smash through windows, scale ladders and hammer on doors until they can get at you, and they're more than aggressive enough to keep you running through the game in a constant state of fear.

Think you can relax because you've splattered the last zombie's head all over a nearby wall? Not in this game. Even without their heads these guys will still lurch towards you and try to choke away the last of your life. Only after you see their body dissolve into a pool of pus and muck can you even think about wiping the sweat off your brow and reloading another clip.

*RE4* is a big departure from the normal style of the *Resident Evil* games. The slow exploration and puzzle focus of the earlier games has been shifted towards much more action-orientated gameplay. There are still a few puzzles to solve in *RE4* but they only show up occasionally to punctuate the 20 hours of zombie genocide. Ditching the pre-set camera angles in favour of a fully-functional 3D view means the big scares you used to get when unseen monsters would jump out at you are history. The unrelenting onslaught of seriously nasty and surprisingly aggressive freaks in *RE4*

### HANDS-ON

PLAYERS: 1  
DISTRIBUTOR: THQ  
DEVELOPER: CAPCOM  
WEBSITE: [WWW.CAPCOM.COM](http://WWW.CAPCOM.COM)  
LAST SEEN: OPS2 #38  
RELEASE DATE: LATE 2005

70%

**RESIDENT EVIL 4** is shaping up to be the greatest action game ever made. It manages to cram blockbuster action movie-quality shootouts into one supremely playable game!

### NICE CATCH

Another interesting dynamic *RE4* throws into the mix is the totally hot, but also completely useless in any sort of fight, Ashley. Not only do you have to keep your gun constantly at the ready to put a few holes in the back of any of the zombies who try to carry her off, but you also have to catch her when there are any long jumps to make because she might hurt her itty bitty ankles. Ashley does have her uses though. If there's machinery to operate she's only too happy to take care of it while you blast the zombies. Any girl who knows her way around a crankshaft and is as hot as Ashley can't be all bad.



replaces the old school occasional scares with a constant mood of fear and dread as you're forced to fight for your life.

Don't even get us started about the bosses. We don't want to spoil the story so we won't say much but here's a few hints of what's in store. Brutes big enough to uproot trees and smash any building you try to use for cover, armoured horrors with foot-long blades attached to their wrists and sea monsters that have more teeth than a *Sarlacc* pit and are big enough to eat six great white sharks for an entrée. That's all you'll get out of us for now. We're heading back to the games room for another hit. **Narayan Pattison**



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## FIRST LOOK

PLAYERS: 1-2 (2-24 ONLINE)

DISTRIBUTOR: EA

DEVELOPER: LUCASARTS

WEBSITE: WWW.LUCASARTS.COM

LAST SEEN: OPS2 #40

RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

60%

**Star Wars Battlefront II** looks like it could just knock *TimeSplitters: Future Perfect* off the top spot as the best online shooter. The addition of playable Jedis and space battles sure can't hurt.



Just like Nick, this guy doesn't mind taking a shot in the back



The X-Wing, unlike Tristan's XXX-Wing which is only available on Oxford Street



### FUN FACT!

When Leia is shot by Stormtrooper in *Return of the Jedi* she falls over and Han accidentally grabs her left breast when he goes to her aid. Score one for the guys!

X SHOOTER

# STAR WARS BATTLEFRONT II

*Bigger than the Death Star and sexier than a pouting Princess Leia*

The original *Battlefront* was the first game in the new breed of bigger, better and more Force-powered *Star Wars* titles. Gone are the days when *Star Wars* games were so bad that spending five minutes with one made even the most hardcore fan want to hang up their cloak and lightsabre for good. *Battlefront* let players jump into explosive recreations of famous *Star Wars* battles and fight them any way they wanted – on-foot, by jetpack or from an AT-AT. Like the Millennium Falcon's hyperdrive, *Battlefront* was brilliant when everything was working properly but it did have a tendency to break down at a few crucial moments.

Almost every sequel claims to fix all of its prequels flaws, as well as adding plenty of new features, but few pull it off. From our early look at *Battlefront II* it's already clear that this team is going to be one of the rare ones that gets it right.

To counter the complaints about all of the scenarios being exclusively land-based, LucasArts has added indoor levels set in famous locals like the Death Star and the Princess Leia's command ship – as well as a few epic space battles. You'd be surprised at just how many new gameplay options space battles open up. You can engage in X-Wing-on-Tie Fighter dogfights, taking advantage of the new X-Wing moves like tight 180 and 360 turns and speed boosts. You can even fly your ship into the hangar

of enemy motherships, hop out and take the fight to the corridors. It will be necessary to board the bigger ships to complete objectives like powering down shields and engines, but you can also cause some mayhem while you're there by taking over gun turret controls and shooting down enemy fighters on the way out of their own hangars.

The AI in the original would have struggled to outwit a concussed Ewok but *Battlefront II*'s soldiers fight like battle-hardened veterans. LucasArts said that it was essential to make the soldiers much smarter so that they could realistically cope with the range of new objective-based battles (rescuing prisoners, defending reactors and capturing documents were just some that were mentioned).

*Star Wars* fans without access to the world of online gaming won't be left out like they were last time around. To say *Star Wars Battlefront*'s single-player mode was shallow would be putting it mildly. LucasArts has promised the sequel will feature a compelling single-player adventure. *Battlefront II*'s producer wouldn't give us many details at this stage but he did say that even small details like the planets you choose to conquer first will affect the skills your soldiers learn. As Yoda, or James after a case of Corona and bottle of tequila, would say, "strong in the Force, this game is!" **Narayan Pattison**



## USE THE FORCE

Jedis like Darth, Luke and Mace Windu appeared in *Star Wars Battlefront* but only as CPU characters you couldn't control. The big news in *Battlefront II* is that Jedis are a completely controllable soldier class. LucasArts wouldn't reveal how Jedis can be selected (obviously some sort of mechanism needs to be in place to prevent everyone from choosing Jedis) but they'll definitely be in there. Light and Dark Force powers like super jumps, chokes and throws will also be at your disposal.

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# Pre-play

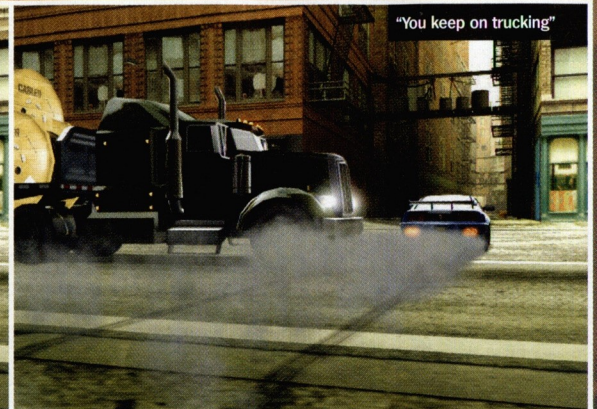
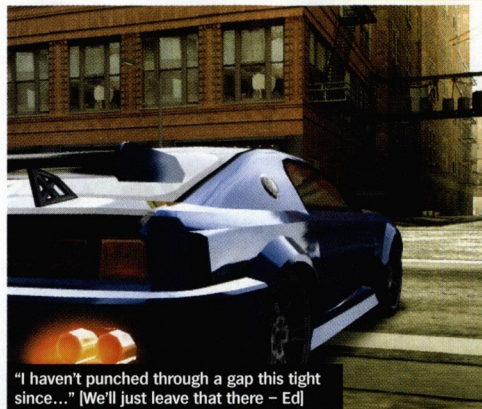
## HANDS-ON

PLAYERS: 1-2 (2-8 ONLINE)  
DISTRIBUTOR: EA  
DEVELOPER: CRITERION  
WEBSITE: WWW.EAGAMES.COM  
LAST SEEN: FIRST LOOK  
RELEASE DATE: SEPTEMBER

PERCENTAGE COMPLETE

60%

**BURNOUT REVENGE** is more than on-track to provide the most explosive carnage on PS2! Six months after release we're still playing *Burnout 3*, so we can't wait to get our hands on the sequel.



## X RACING

# BURNOUT: REVENGE

## FUN FACT!

Motorcycles will not be making an appearance in *Burnout Revenge*. Even though motorcycles are great for racing they're not built for vehicle-on-vehicle combat.

## They should call it Burnout: Take-everything-in-sight-down

**A**bout three minutes after *Burnout: Revenge* was announced we fired off a barrage of questions at *Burnout's* creator Alex Ward. He's told us some crazy things about his new game – that we're sure will tide you over until next month's hands-on report.

**OPS2:** You described *Burnout 3: Takedown* as "bare-knuckled boxing with cars". How would you describe *Burnout Revenge*?

**AW:** It's still bare-knuckled, but this time, it's a bar-fight and you're out for revenge... on everyone!

**OPS2:** Road Rage was a very popular feature in *Burnout 3*. How have you managed to improve upon this in the sequel?

**AW:** This time we are really playing up the aggression side of things. Takedowns are really important, but what is even better is getting revenge. Getting other drivers back after they have messed with you is really important. There is a ranking system in the game this time so always being aggressive and doing lots of takedowns is really important for getting further.

**OPS2:** What can you tell us about the new "Revenge" mode set in rush hour traffic?

**AW:** It was often confusing to some players in *Burnout 3*

that you can slam your rivals but you can't slam the traffic. We thought about it and agreed. Wouldn't it be way cooler if you could slam a taxi or van during a race, make them crash, and take someone down that way? In ice hockey, when they players bounce off each other, it's a 'check' so we wanted to 'check' other traffic cars.

We have a habit of always introducing a new game mode when we make a new *Burnout*. In B2 we came out with Crash Mode, in B3 we added Road Rage, and both of those modes have been huge, huge hits with the audience. In *Burnout: Revenge* we have something which we currently call Traffic Attack. This mode is the perfect marriage of the fighting and battling of the Road Rage mode from *Burnout 3* with the instant gratification and pure carnage of Crash Mode. In this mode, you hit the streets alone. You race the clock. The objective is to smash into as much traffic as possible at speed. Each wreck scores you dollars. Pileups and multiple wrecks score even more, so pushing a taxi into a bus which then crosses over the road and hits some oncoming traffic scores even more. It's simple but it's a lot of fun. The way all games should be. So now you can hit the other cars. It's something that's a lot of fun and straight away makes the new game better than *Burnout 3*. In fact, it's hard to go back to *Burnout 3* and remember that hitting traffic makes you crash.

**OPS2:** We've heard rumours that *Burnout: Revenge* features up to 200 racers competing at once. Can you tell us anything about this?

**AW:** I can tell you that we will have up to 300 traffic vehicles on a course at any one time but I won't tell you how many rivals you'll be racing against. There will be plenty of action though!

**OPS2:** Have you got any plans to introduce destructible scenery into *Burnout Revenge*?

**AW:** Of course destruction has always been a large part of *Burnout*! And there are loads of props and set dressings littering the tracks waiting to be destroyed as you blast through them!

**OPS2:** Is there anything else you'd like to reveal about *Burnout: Revenge*?

**AW:** We're bringing something that everyone loved in Crash Mode, the Crashbreaker, into the race experience. Now you have to really decide whether or not you want to mess with me. If you try and take me down and get me, then I'm going to use my Crashbreaker to try and take you down with me – kind of like a dirty tackle in soccer. The Crashbreaker is the ultimate explosive payback, you got me for sure, but you're coming down with me! **— Narayan Pattison**





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# KESSEN III

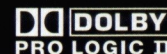
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# GANGS OF NEW YORK

Words: Luke Reilly

Rockstar is bringing '70s cult favourite  
The Warriors to a PS2 near you. Can you dig it?

**O**f the top five best-selling PS2 games in Australia – three of them belong to Rockstar. Out of the hundreds of titles released on PS2 in this country over the past few years, one company has three of the five spots stitched up. Think about that for a moment. That's not luck. Luck is getting on an escalator in a particularly windy underground train station behind a super-sexy girl in a flimsy short skirt. No, Rockstar doesn't dominate the top of the charts by accident.

You'd be forgiven for thinking it can do little wrong and honestly, with its enviable reputation it's hard to think otherwise. The prospect of seeing the latest round in the Rockstar revolver before anyone else was like dangling a tasty carrot in front of a hungry mule that just happens to be in the mood for a tasty carrot. We just had to see it, so we dug up our coats and beanies, packed our bags and headed for chilly Manhattan.

We don't want to lie – Rockstar could be adapting *Dirty Dancing* into a game and we'd still be interested, but when we heard Rockstar was working on a game based on the film *The Warriors* we were a little surprised. A licensed game is a little unusual, and the guys at Rockstar are the first to admit it.

"We don't typically do licensed games. It's not really our thing," says Rockstar New York's Chris Carro. "But we felt pretty special about this one."

Indeed, *The Warriors* has been a favourite movie of the folk at Rockstar for some time now, so we guess developing *The Warriors* game would be somewhat of a labour of love. It would certainly explain why it's already looking like one of the best games of the year.

We had no idea what to expect when we entered the Rockstar fortress. Aside from a quick refresher with the film the night before we left, everything about the game was a complete mystery. However, even though we didn't know what to expect from the game, we certainly had no reason to expect anything less than something amazing.

And allow us to say: at this stage, *The Warriors* is looking like something amazing.

## NEW YORK, NEW YORK

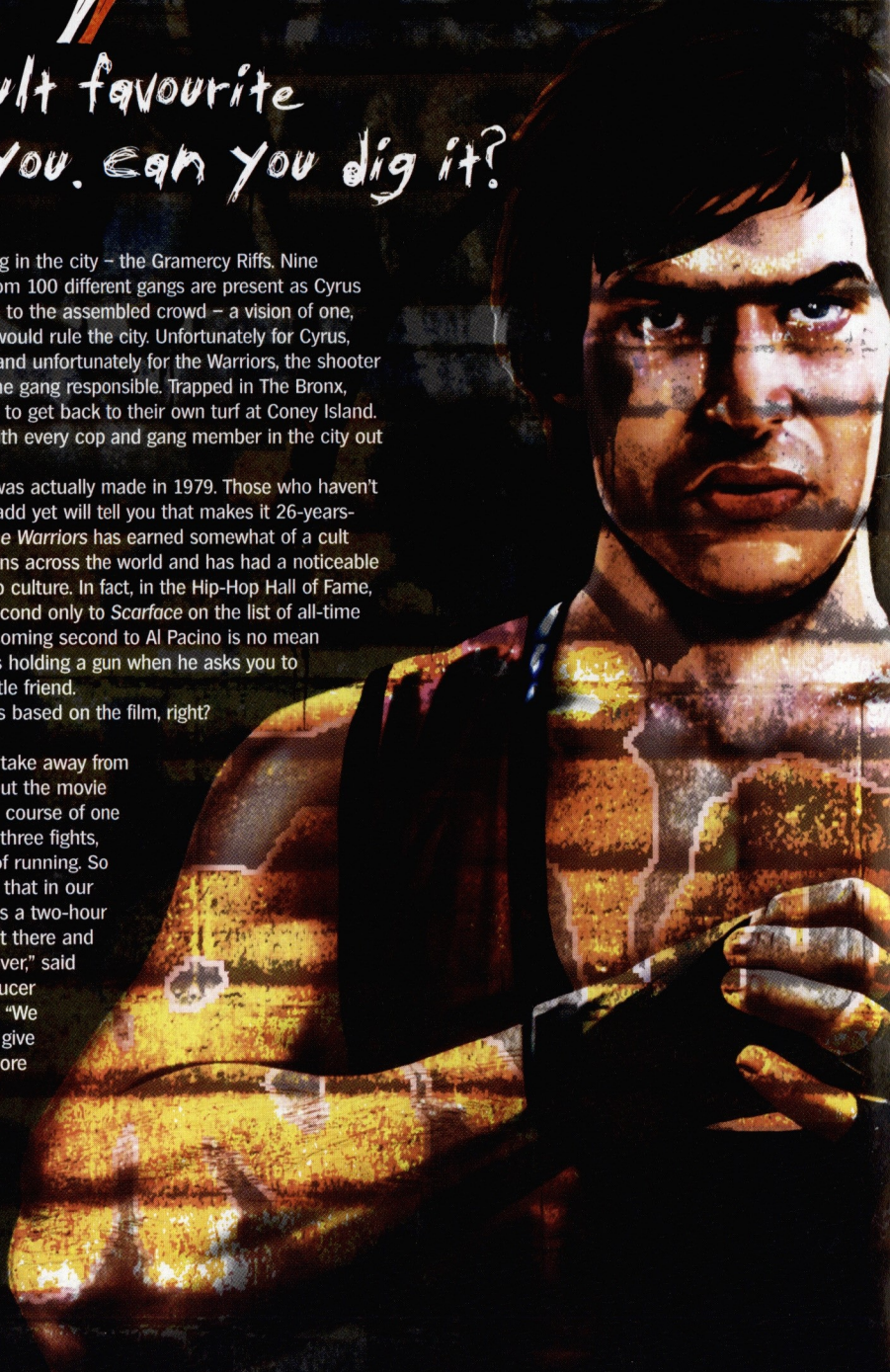
If you're not familiar with the film, don't fret – you're probably not alone. Set in the late '70s neon underground of New York City, *The Warriors* is the story of a gang from Coney Island, unsurprisingly called the Warriors. A city-wide gang meeting of unprecedented scale has been arranged by Cyrus, the leader

of the biggest gang in the city – the Gramercy Riffs. Nine representatives from 100 different gangs are present as Cyrus explains his vision to the assembled crowd – a vision of one, united gang that would rule the city. Unfortunately for Cyrus, he's shot dead – and unfortunately for the Warriors, the shooter frames them as the gang responsible. Trapped in The Bronx, the Warriors need to get back to their own turf at Coney Island. That's 20 miles with every cop and gang member in the city out for their skin.

*The Warriors* was actually made in 1979. Those who haven't forgotten how to add yet will tell you that makes it 26-years-old. Since then *The Warriors* has earned somewhat of a cult status amongst fans across the world and has had a noticeable impact on hip-hop culture. In fact, in the Hip-Hop Hall of Fame, *The Warriors* is second only to *Scarface* on the list of all-time influential flicks. Coming second to Al Pacino is no mean feat, just pray he's holding a gun when he asks you to say hello to his little friend.

So the game is based on the film, right?  
Well, almost.

"This is not to take away from the movie at all, but the movie takes place in the course of one night, and there's three fights, and there's a lot of running. So although we have that in our game, the movie is a two-hour experience, you sit there and watch it and it's over," said *The Warriors* producer Jeronimo Barrera. "We have to obviously give the player a lot more than two hours, so that's why we expanded on it. It would've been very easy for anybody else to make this game and just say, 'Okay, here's the movie game' whereas we're saying,



'Here's the Warriors' world.' That's what I think is going to make this game really hit."

Rockstar Toronto, the developer of *The Warriors*, has created an entire world for the game. Sticking too closely to the big screen inspiration will more often than not come at the cost of gameplay, or length – or both. However, Rockstar has expanded on the storyline of the original film to the point where you won't actually arrive at the point where the film begins until you're substantially into the game. The game itself starts some months before the gang meeting and Cyrus' shooting.

"We wanted to take the experience of the movie and deliver the interactive version," says Barrera. "We've expanded on the story so people who are familiar with the movie are going to get to do everything from the movie, but we took it to the next level where you get to be in the Warriors and live basically a slice of their life."

*The Warriors* is essentially a brawler, but it's considerably deeper than you'd expect.

Rockstar Toronto has built an

utterly authentic recreation and highly stylised version of Manhattan in the late '70s, spending a great deal of time in and around New York City, taking thousands of photographs for reference. The result is an amazingly realistic depiction of The Big Apple.

The textures of the streets and buildings we saw were all based directly on photos taken on location. The attention to detail reaches as far as duplicating exactly how the ferris-wheel cars swing on the Wonder Wheel, at Coney Island. New York was a very different place in the late '70s – there weren't enough police, a lot of the ones they had were under trained, and the city was on the verge of bankruptcy. The dilapidated feel runs throughout the game and really seems to have an incredible effect

on the atmosphere and overall tone. The levels may feel a little small to begin with but

they become significantly larger, especially once you begin to

go beyond Coney Island. *The*

*Warriors'* great looks don't stop with the environments

either; each one of the nine main

Warriors is a near picture-perfect recreation of their celluloid counterpart – costumes, hair, facial features, body structure, everything. It adds infinitely to the credibility of *The Warriors*, especially amongst the film's cult fan base.

## RUMBLE IN THE BRONX

We all know there's a lot more to a game than just stunning visuals. You can't have a great looking game and expect it to be successful with shoddy gameplay. At least Rockstar can't anyway – admittedly we can think of plenty of other games that fit nicely into that description. Just like courting a member of the finer sex, when the good looks wear off and you find yourself waking up beside the same package every day – you'd better hope they're still fun to play with.

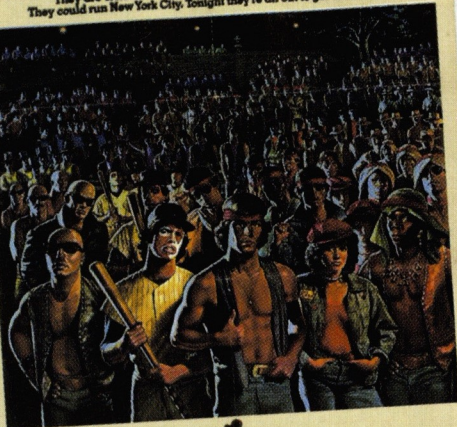
Well, *The Warriors* certainly looks like it'll keep you up till the wee hours of the morning.

Buried in *The Warriors* is an uncharacteristically deep combat system that's instantly accessible for beginners, yet very rewarding for hard-core gamers who'll take the time to learn the intricacies of the fist-flinging.

## CONTENTS UNDER PRESSURE

If you want to be a Warrior you have to roll like a Warrior. You have to respect your colours. That means whenever you see another gang's tag, remember to spray a big Warriors 'W' over it.

**THESE ARE THE ARMIES OF THE NIGHT.**  
They are 100,000 strong. They outnumber the cops five to one.  
They could run New York City. Tonight they're all out to get the Warriors.



## THE WARRIORS

Paramount Pictures Presents A Lawrence Gordon Production "THE WARRIORS"  
Executive Producer Frank Marshall Based Upon the Novel by Sol Yurick  
Screenplay by David Shaber and Walter Hill Produced by Lawrence Gordon  
Directed by Walter Hill (Read the Dell Book)

### INSTANT EXPERT

**All the trivia you can handle about  
Paramount Pictures *The Warriors* in a New  
York minute.**

☛ *The Warriors* is based on Sol Yurick's novel, which in turn is loosely based on Xenophon's "Anabasis." Don't go out of your way to find Yurick's book – it's no classic.

☛ The choreographed fight in the men's room took five days to film, working 11 hours a day.

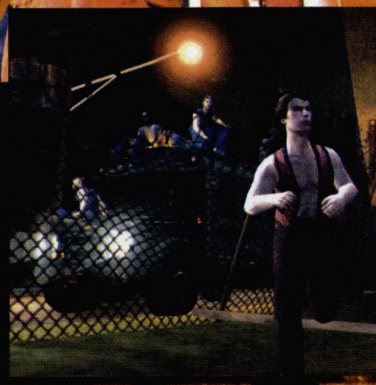
☛ Director Walter Hill originally wanted all the Warriors to be African-American like the novel. The producers, however, disagreed. Hill also originally intended an initial subtitle that read "Sometime in the future." That didn't happen either.

☛ There were a number of violent incidents at various screenings of the film when it was released. Real gangs would take umbrage to finding rivals in their favourite theatre, and the scene would disintegrate into a mess of blood and popcorn. In the first few days after it opened there were a number of reported deaths. The producers decided to change the poster because they thought it would decrease the violence. The original poster featured the logo, a picture of a few hundred badass mofos and the tagline "These are the armies of the night. They are 100,000 strong. They outnumber the cops five to one. They could run New York City." The second poster just featured the logo against a white background.

☛ Thomas G. Waites actually left the film and had his name removed from the credits because he wasn't too impressed with the script. As a result, he was replaced by a body double and Walter Hill had Waites' character tossed in front of a train while wrestling with a cop.

☛ Apparently, Robert De Niro was asked to be Cowboy, but he passed.

☛ The Warriors symbol painted on the bath-house for the lobby card photo was actually painted over a real gang tag. The gang didn't appreciate this, so the producers paid them to be in the film.



The first level we saw took place some months before the film with Rembrandt, the tagger. At this point he's just a local zero, hanging around Coney Island, probably a self-employed party-inspector checking everything's in order through cracks in the boardwalk. He wants to join the Warriors, but joining the Warriors isn't like signing up for a Sunday yacht club – he needs to prove himself worthy. Rembrandt's initiation into the Warriors will double as your tutorial on how to get a handle on the combat.

A few punches into our first experience we knew there was something very different here. There's nothing glorious or glamorous about gang fighting – it's brutal, quick and desperate. Instead of a frenetic brawler packed to the gills with extravagant *Matrix*-style martial arts, Rockstar is aiming to deliver a gritty, visceral and realistic backstreet brawler caked in blood, snot and sweat. In fact, it's so real that afterwards we found ourselves checking we'd left the room with all our teeth.

There'll be three different fighting styles to come to grips with, street fighting, brawler and kung fu, so the amount of moves seems fairly staggering. Anything goes in *The Warriors* – the only thing on the agenda is to win at any cost. Want to grab an assailant by the hair, lay into him as he's doubled over and finish him off with a kick to the love spuds? No worries. Want to hurl some poor sucker over your back and rearrange their face with your foot as they lay sprawled on the deck? Go ahead. How about dragging him, kicking and screaming, then lobbing him into a wall? Why not? If it's vicious, no-holds-barred action you're after, *The Warriors* could be the answer to all your prayers.

The fighting system includes something for every occasion. There are quick snap attacks, slower but stronger attacks, throwing moves and even gang fighting moves where you can work together with your fellow Warriors to gang up on opponents and take them out cooperatively. There'll be multiple variations of combos to use and eventually you'll figure out which ones seem to take down enemy gang members most effectively. From our first impression though, a knee in the balls seems to send them down like a sack of shit every time. Along with the swag of attacks you can also expect defensive manoeuvres like reversals and floor-fighting moves, so if you're having your skull mashed into the pavement you won't have to grin and bear it.

You'll be taking on some hardened gangs on the sidewalks of New York, so you'll be able to even up the odds in two ways. Number one is the use of melee weapons to stab, crush, thump and wallop your way through the armies of the night. The tools in *The Warriors* are weapons of opportunity so don't expect AK47s and rocket launchers. Expect bricks, broken bottles, baseball bats, cinder blocks, blades, pipes and those lethal chunks of wood with the nails in the end. You know the ones – they hurt like a mother.

Number two is Rage Mode. As you fight you'll build up your Rage meter and once you're angry enough you can enter Rage Mode. This allows you to perform extremely powerful moves and clear the area quicker than a salami fart. We're pretty sure it was one of Rembrandt's wince-worthy Rage moves that involved casually breaking a man's leg where he stood. Whammy...



## HOME SWEET HOME

The Warriors' hangout is where you'll load up all your missions. The further you get into the game, the more people you'll have hanging around your pad.

## THIRSTY?

CLASSIC  
COMMISSIONER  
OF  
MOTOR VEHICLE  
FATALITIES

24 HOUR  
EMERGENCY  
EXIT



## ROLL UP, ROLL UP

We couldn't leave New York without checking out Coney Island, the home of the Warriors. It certainly has an interesting history, spanning way back into the 1800s. The concept of an enclosed amusement park, the roller coaster, the hot dog and soft-serve ice-cream were all Coney Island innovations, but Coney went through a period of decline in the '60s, '70s and '80s. This is when *The Warriors* is set.

While we were in town Rockstar introduced us to the infamous Dick D. Zigun, the unofficial Mayor of Coney Island and founder of the Coney Island Circus Sideshow. He's been the spokesman for Coney Island since 1980 and had plenty to say about the history of the amusement park.

"There were plenty of gangs in Coney Island, but not the Warriors," says Zigun. "The major gang here in that period was called The Homicides – and they were not nice people!"

"Although they're not depicted in *The Warriors*, gangs did have a look. That Coney Island gang in particular wore black vests and what I call 'Zorro Hats', black hats with Puerto Rican flags on them."

"There's something about the movie *The Warriors*, as much as it's art and fantasy, that's based on reality in New York," Zigun says. "I'd see gangs of 30 guys all dressed in Zoot Suits going by carrying canes which could turn into weapons."

The good news is that it looks like you'll rarely, if ever, be going at it alone.

"Because you are in a gang, we want you to feel part of a gang," says Carro. "So you can command the Warriors who are out with you."


Full gang control means you'll be able to tackle the levels in your own preferred way. As War Chief you'll be able to order your gang to follow you, hold up or trash everything. Stealthy players may make liberal use of the hold up command, carefully scouting ahead solo for potential threats, while others may discover the trash command and go crazy. When you order your Warriors to trash everything, that's what you get. Cars will be totalled, stores will be ransacked and everything not nailed down will be in serious jeopardy.

But unlike other street brawlers, running around exposed all the time is not advised – *The Warriors* is a little deeper than that. You'll need to pick fights you can win. Say you run into a group of a dozen gang members. You could take them on, and you might be lucky enough to win with just a few other Warriors, but the chances of you having seven shades of shite beaten out of you are high – so finding a safer way is probably your best bet.

Your Warriors will take progressive damage while brawling, ranging from minor swelling and scratches to major bruises and cuts. If you want to mend yourself you'll have to get some Flash. Problem is Flash doesn't come cheap and the Warriors aren't exactly sleeping on mattresses filled with crisp \$100 bills. If you want to make some dough you'll have to go about it the only way the Warriors know how – stealing it.

A Warrior gets his bread by mugging, stealing car stereos and smash and grabs. All of these will yield cash that you can spend on Flash. You won't just need it to heal yourself either – if you're out in the field and your Warriors go down, if you've got none on you, you'll be on your own.

## ADULTS ONLY

Rockstar certainly isn't shy when it comes to violence in videogames. 'Gratuitous' is a word thrown around quite a lot without anyone really knowing what it means. It means unwarranted, or not called for. Now, we don't doubt select members of the righteous right will bandy around terms like 'gratuitous' until the proverbial cows come home, but there's nothing unwarranted about high level violence in a game about high level violence. There's no pretentiousness about *The Warriors* – it's a game set against a nasty backdrop of gang violence in a time most New Yorkers would like to forget. Accusing *The Warriors* of being too violent would be like saying *The Sound of Music* has too much singing. Musicals have music, and a game about gang warfare has brawling. We don't expect *The Warriors* to breed the same sort of contempt in ignorant conservatives that games like *Manhunt* and the *Hitman* series have, but we're sure we'll have to put up with at least some aimless criticism. Nevertheless, once you're in the Warriors' world in September – you'll be having so much fun you won't hear a word they say. It's amazingly cinematic, hopelessly addictive and the presentation is looking super-stylish. Then again, you'd have to be crazy to expect anything less. Can you dig it? 



# A WARRIOR WITHIN

**A**fter a lot of running, *OPS2* cornered *The Warriors*'s producer Jeronimo Barrera, in a dark alley somewhere in The Bronx. Unfortunately the sequined gang costumes Tristan designed for us weren't particularly intimidating and didn't leave much to the imagination, so we ditched them and broken bottles and sat down for a friendly chat instead. Don't believe us? Fine, the truth is that we were in Rockstar's office drinking iced tea. But we liked the first story better...

**OPS2:** First up – it looks, from what we've seen, that you've had a great deal of access to *The Warriors* film. The music, the character likenesses and some of the voices all seem to have been lifted straight from the film. How did this come about?

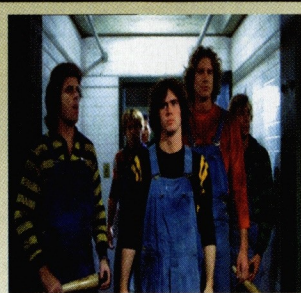
**JB:** Basically, we have a really good relationship with Paramount Studios and they've been very helpful in getting us all the material that we need – but we've had to actually dig even deeper. The movie is 26 years old now, so we did a lot of work investigating the fans sites, the web sites – and we found all this stuff that people collected over the years. Whether it was scenes that were cut from the movie [to] all the articles written by people involved in the movie. We literally go as far into detail as the cinematographer, Andrew Laszlo. He wrote a book and it has a couple of chapters of what they did. So we take inspiration from wherever we can find it. I think that's true for a lot of our games – if you know the amount of detail we go into. We want people to really feel like this world is real, and the only way we were able to achieve that was with the extensive research we've done with the people here in New York. Whether it's graffiti from the time to the politics that were involved during that time in New York, the architecture, the neighbourhoods and just everything – we went crazy with the pre-production of this game.

**OPS2:** So you've been working on this game for some time now?

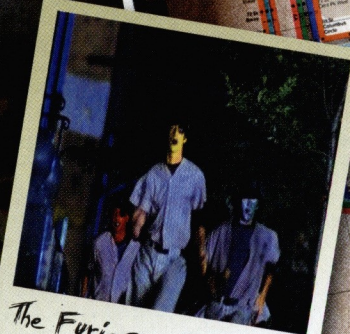
**JB:** We've had the license for a long time actually, but by the time it's released in September it'll have been in production for about three years.

**OPS2:** Now we've been told the combat will be both accessible for beginners but at the same time offer hard-core gamers a much deeper experience. Could you explain this a little more?

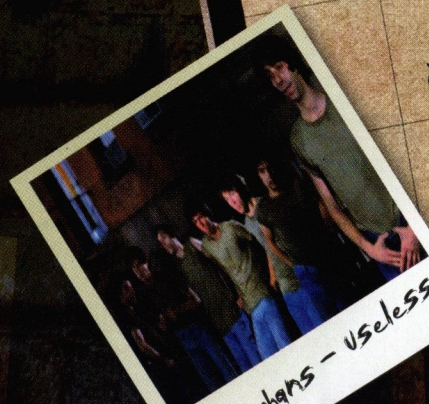
**JB:** My analogy is learning how to play a guitar. You can get on a guitar and you can jam on it and pretend you're a rock star and look pretty cool. Same thing with this game – you can get on it and just start riffing the buttons and you're gonna look badass. But if you take a little time to learn the chords you can play some pretty cool stuff. Same thing with this – in the game we want the player to have lots of control over the environments. These are gang fights, we want you to control the space – so you're able to do a lot of crazy stuff like grab a guy, put him on the ground, pick him back up, throw him against a wall, punch him, do a combo, get into rage mode, do a death blow – there's a lot of control. Different people will play it different ways, so it's very easy to pick up but there are a lot of moves. Remember, through the game you get to play as all of the Warriors at least once – all of the main Warriors. Of the nine of them they all have unique styles, so not everybody has the same attacks. Some of them share basic jabs and stuff like that, but for the most part you'll see that there are guys that are a little bit slower but do more damage, there are guys that are better to grapple with and there are guys that are more Kung Fu style that have quick attacks but might not be as powerful. We've taken a lot of the combat directly from the film. The film has about three fight scenes and we actually looked at what the stuntmen are doing and said, "Okay, we need this move



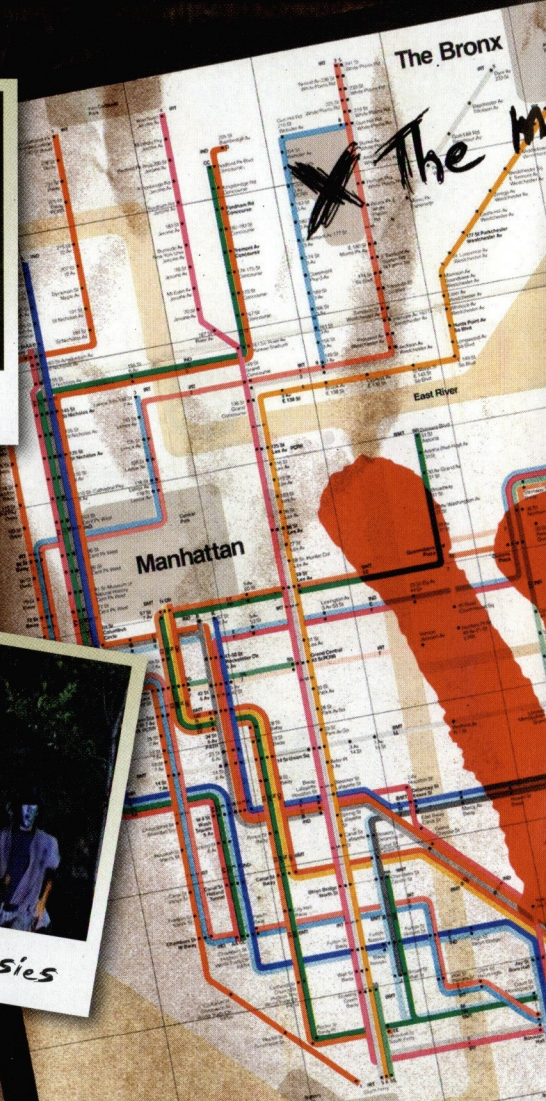
The Punks – cocky



The Furies – pussies



The orphans – useless





the Gramercy Riffs - Heavy



The Turnbull ACS - weak



The Lizzies - Lesbians?

ring

teens

Brooklyn

Island

5

6

here - a guy grabs me and I throw him over and stomp on his head." That's in the film, so it's in our combat system. The rest of the combat we had to make up, and it's definitely more Hollywood-style.

**OPS:** For a brawler, *The Warriors* is much more deeper than it appears to be. Is this something that you're proud of?

**JB:** I definitely think it's cool, I mean there are similar fighting-style games out there - you know, your *Def Jams* and your *Tekkens*... and there is an element of that in our game, but again we're not focused just entirely on arena-style fighting, which a lot of these fighting games are. Honestly, I can't think of another game like this out there, and I think that's what we're most proud of. It's very unique, and it very much is a Rockstar game. There's a creative thread that runs through all our games, whether it's *Red Dead Revolver*, *Midnight Club*, *Manhunt*, *GTA - The Warriors* just fits nicely into that. In terms of where we have to be with this product, the bar is an internal bar because we have the best games out there, or at least that's what I think. So we constantly have to raise the bar ourselves.


**OPS:** We noticed that the sound design is already very impressive, and some people just don't realise that quality sound does a lot for a game's atmosphere and can make or break titles. Has there been a big effort to get the sound right?

**JB:** Man, it's been constant. The combat was one of the first things we started on and we started the sound design as soon as we started the combat. We at Rockstar pride ourselves in the audio portions of our games so we are pretty crazy about getting the sound just right. Obviously, we're going to make it better and better and better but we have a great sound guy in Toronto.

**OPS:** Aesthetically speaking, *The Warriors* is an amazing looking game - even by Rockstar standards. How much work is involved in making a game look this good?

**JB:** We're really pushing the PS2 to its limits and we're doing some crazy tricks just to get it to look like the film. The film itself has an almost comic book feel to it - the way the narrative is done, the use of radiogirl and hyper-realistic scary environments, you feel claustrophobic - just like you're looking at a panel in a comic book. Trying to mimic that in the game was one of the bigger challenges, mostly to get the vibe that you're in these different neighbourhoods. Even though most of the game takes place at night you have to make it look unique enough so that the player knows that, "Okay, I'm in Bensonhurst" or "I'm in The Bronx" or "I'm in Midtown" - wherever it might be that you end up. The way we got that was a lot of work from our artists who came out here on several occasions to go to all the neighbourhoods, go to them at night, do all the texture collection. I mean, we literally took thousands of photos for reference to get textures. And, you know, some of these guys are going into some pretty scary areas in the middle of the night, but we made a lot of effort to get the environment just like the movie and then expand it to all the different locations that you get to go to in our game.

**OPS:** Admittedly it's an old license, so for a target audience who may not have even been born when this film was released, or at the very least were still eating dirt in the backyard, do you think the game stands above the licence?

**JB:** Do you have to be familiar with the movie to enjoy the game? Of course not. But *The Warriors* fans are a hardcore bunch and the scariest thing about the game was that we stay true to the vibe of what *The Warriors* has become in people's heads... It is kind of hard to figure out the fine line of where we've gone too far with it and where we are actually being, for gameplay reasons, too close to the film. It's a tough balance but I think we've done a really good job of it. We still have some time left so we are constantly tuning and making sure that the stuff is fun. 

# THE WARRIORS

Words: Luke Reilly  
Pictures: Phillip Jorge

# GUIDE TO URBAN SURVIVAL

There comes a time in every man's life where you'll interrupt some bastard thieving your DVD player, catch someone hanging a turd on your front porch or walk in on a stranger in bed with your daughter and her best friend. OPS2 wants you to be prepared for when that happens, so we've used our time with *The Warriors* this month to prepare this handy survival guide. With these tips you'll never hesitate to take that short-cut through the dark alley on the way home from the pub. You definitely can't learn this from *The Karate Kid Part II*, grasshopper...



## BOTTOM OF THE NINTH

With a trusty Louisville Slugger in your hands, whenever someone disses your strap you can respond with a flurry of wood. And we don't mean the flurry of wood we got when Tristan accidentally invited three male strippers to Paul's birthday bash.

## DOWN AND DIRTY

Never underestimate the power of fighting dirty. It doesn't matter how you play the game, it's whether you win that counts. Fighting dirty doesn't make you less of a man - listening to Jewel and wearing spandex does that.



## PIPE DREAM

We call this little move the impotizer. Your assailant will never bother you again. Their kids won't either - they won't have any...

## YOU & ME & THE BOTTLE MAKES THREE

Grip an empty bottle by the neck. The easiest way to make this work is pretend you're christening a ship; just replace 'christening' with 'bashing' and 'ship' with 'face'.



## ANOTHER BRICK IN THE WALL

For opponents unaware of your presence, a brick in the back of the head is a sure-fire way of keeping them unaware for the next six to eight weeks. If you want to silence you foe permanently, consider multiple bricks, or hurling the same brick at them multiple times.

## CHOKE ON IT

Nothing will take your opponents breath away like a good bat to the larynx. Get a good grip on it and they'll be popping Vick's Vapour Drops like Maltesers to get rid of their cough.

## GIVE 'EM THE BOOT

Just because your enemy is on the ground doesn't mean the fight is over. The face stomp is a popular technique to keep them grounded.

WORDS: MICHAEL BUTLER

# BORN AGAIN

Lara Croft has reinvented herself and is determined to reclaim her position at the frontline of action gaming

**T**here's only one Lara Croft. Hailed as everything from a feminist icon to a victim of patriarchal corporations, the inimitable Ms Croft has spawned a host of imitators. None of whom, we hasten to add, have had one tenth of her charm and enduring appeal.

But as any videogame fan will know, things have not been going too well for Lara in recent years. Her movies were moderately successful but her games... well, her games have frankly been getting worse, a situation that finally led Eidos to remove the *Tomb Raider* franchise from UK developer Core and handed it to US developer Crystal Dynamics (of *Legacy of Kain* fame). A new home for Lara was most certainly a good idea but the core of the franchise has always been Lara herself and how better to revive her than reuniting her with original creator, Toby Gard, and setting her to star in an all-new game – *Tomb Raider: Legend*.

Scheduled for a release in time for Christmas 2005 (that's this year, folks), *Tomb Raider: Legend* just may be the return to form Lara has been looking for. Little concrete information exists about the game at this stage, but screenshots indicate that the game will be something of a (welcome) return to the series' roots. Toby Gard generously took time out of his busy schedule to have a quick chat with *OPS2* about reuniting with his most famous creation.

That's right, baby, take that jumper off – you won't need it

Is that gaffer tape on her belt? Neato – that's kinky

Lara, baby, that's not what we meant when we asked if you wanted to go swinging...

She has a spectacular heiney. We want to be friends with it

**OPS2: You must be pleased to renew your association with Lara. How has she changed since you left her?**

**TG:** She has a lot of baggage to carry around from the games since I last worked with her. However, in my mind she has not changed at all. As far as I'm concerned she is still who she was when I last worked with her.

**OPS2: Which changes have been for the better and which for worse?**

**TG:** Probably the biggest change from the original direction is her newfound interest in technology. She has embraced the 21st century and now carries around hi-tech gadgets and has a support team, making her adventures somewhat less of a lonely personal quest. I think that's actually pretty good though.

**OPS2: The changes to her appearance are there for all to see. Can you tell us what guided you with the changes?**

**TG:** The goal was to make her more modern and a little less frumpy. The way she was being visualized wasn't very attractive anymore, mostly because the simple iconic style is a little outdated now. It is obviously important that people find Lara attractive.

**OPS2: Have you always had a clear idea about Lara as a character (ie her personality, background, goals and motivations etc)?**

**TG:** I'd lie if I said yes. I thought of her as a dark and mysterious character. I think it's fascinating to ask who she is and what makes her tick. Why is she so obsessed

with the past? What makes her so fearless? Lara seems to be a bag of contradictions, however in this game we will begin to discover what makes Lara who she is.

**OPS2: How do you plan to develop her?**

**TG:** We will begin to learn her motivations, we will begin to see her human side. And we will come to understand just how dangerous she is.

**OPS2: What role will these aspects of her character play in the new game?**

**TG:** They are the guiding principles of the game's story.

**OPS2: There has been a lot of talk about returning the series to its roots. What are these roots, how do you think the series strayed from them and how will it be brought back?**

**TG:** First off I should say I'm not the game designer on this *Tomb Raider*, I came into the project after most of the design work was finished. I have been helping with character design, story and animation system support. That being said, Lara is an adventurer, an action heroine who explores the past, and uncovers mysteries. That is the basics as far as I'm concerned.

**OPS2: The last *Tomb Raider* game came under fire for being too clunky and old-fashioned. How have you balanced the need to update the aging gameplay with the need to keep Lara familiar and accessible for fans?**

**TG:** *Tomb Raider: Legend* is a complete fresh start. It takes the principles of what Lara is about and allows her to do her



stuff in a fluid and responsive way.

**OPS2: What have you learned, since ending your association with Lara, about game-making?**

**TG:** Too much to go into in a quick question. Every day is a learning experience and I have had 10 years worth of them.

**OPS2: Lara has a new home with developer Crystal Dynamics. What makes it a good fit with the franchise?**

**TG:** Crystal Dynamics make polished high quality games. They have masses of experience making third-person gameplay developing the *Legacy of Kain* series. More than anything, I think perhaps Core had become sick of doing *Tomb Raider* games, whereas the atmosphere here at Crystal is excitement about it.

**OPS2: Have you detected any differences in its approach to Core's?**

**TG:** This team is 10 times the size of the *Tomb Raider*

team. It is far more organised here, which is to be expected I suppose.

**OPS2: What will be your role working on the new game?**

**TG:** I am Lara's visual, movement and character designer.

**OPS2: Has working with one of the most famous videogame characters ever created been a benefit or a difficulty for the new project?**

**TG:** I suppose it defines the project so it is both a benefit and a challenge.

**OPS2: Do you think that, being an American development studio, Crystal Dynamics' approach to the franchise is any different to Core's?**

**TG:** It is difficult to compare, since the industry and Core itself has changed radically in the intervening years. For what it's worth, the approach taken on this game is far more professional and organized. ♫

## Lara, Lara, Lara

Lara Croft is without doubt an iconic character and Eidos wasn't slow in hiring a string of gorgeous women to get dressed up in the rubber top and leather pants. The eight girls below are the most famous Laras.



**Nathalie Cook (1996; Tomb Raider)**

The first ever official Lara Croft, Nathalie was employed by Eidos for early promotional work on the first *Tomb Raider* game. Don't worry – they got better.



**Rhona Mitra (1997; Tomb Raider 2)**

Aah, Rhona. A personal and fan favourite, and the only actress (apart from Ms. Jolie) to appear as Lara. Famously, she had her boobs upsized (by her dad, of all people).



**Nell McAndrew (1998; Tomb Raider 3)**

A bank clerk working hard at building up her modelling work, Nell is perhaps the best-known Lara (again, apart from the inevitable Angelina). A fitness buff, Nell has produced a number of workout videos and still remembers her time as Lara fondly.



**Lara Weller (1999; Tomb Raider: The Last Revelation)**

Little is known about the mysterious Lara Weller. A Dutch model who handled promotional duties for *Tomb Raider 4*, she was the first non-English Lara.



**Lucy Clarkson (2000; Tomb Raider Chronicles)**

Back to England – Yorkshire, to be precise – for the next Lara, the delectable Lucy Clarkson. The only official Lara to wear the black catsuit. Meow!



**Ellen Rocche (2001)**

Ellen gave up her dream of being a doctor, when she decided modelling was better. Ellen had a short stint as Lara but is more famous for her subsequent *Playboy* centrefold.



**Jill de Jong (2002; Tomb Raider Angel of Darkness)**

Back to Holland for the next Lara. Six-foot Jill promoted the ill-fated *Angel of Darkness* and hasn't been seen (as Lara) since. Poor dear.



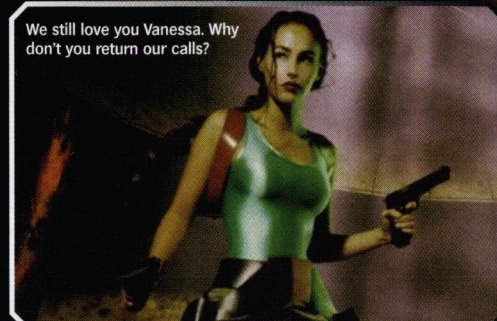
**Angelina Jolie (2001, 2003)**

The Lara we've all come to know and love. The *Tomb Raider* films weren't critically acclaimed but they made their studio lots of money, largely thanks to massive DVD sales.

### Honourable mention

We had to give an honourable mention to Vanessa Demouy, a French model who posed as Lara in 1997. An immediate sensation, her cover photos were given worldwide exposure and she was a contender for the role of Lara in the *Tomb Raider* movie.

We still love you Vanessa. Why don't you return our calls?



00000 00000

**! CAUTION**  
May lead to  
thumb blister  
outbreak



CONTENTS:
ENERGY +
REFRESHMENT

## THE GHOSTS OF RAIDERS PAST

### Tomb Raider (1996; PlayStation)

*Tomb Raider* came seemingly out of nowhere at the end of 1996 and was immediately hailed as a classic, a reputation it deservedly holds to this day. With a brilliant mix of action, exploration and puzzles, extraordinary level design and some truly memorable moments (like the T-Rex's unforgettable entrance), it established the 3D action/adventure genre on the PlayStation and demonstrated that Sony's (then) new console had the grunt – and the games – to take on rivals Sega and Nintendo head-to-head.



### Tomb Raider 2 (1997; PlayStation)

*Tomb Raider 2*, released late in 1997, upped the ante for the series in just about every department. The original's excellent level design was improved with the addition of outdoor levels, more sophisticated puzzles and tougher enemies. Lara had new moves, vehicles were introduced and the game could now be saved at any time. In many ways a better game than its predecessor, *Tomb Raider 2* suffered in comparison only insofar as it lacked the original's 'shock of the new'. Another game that belongs in your collection.



### Tomb Raider 3 (1998; PlayStation)

*Tomb Raider 3: Adventures of Lara Croft* was the third annual *Tomb Raider* game, launching in time for Christmas 1998. Despite a number of technological innovations, like real-time lighting, triangular polygons, analogue control, and a shift towards more action-based gameplay, the series was beginning to show signs of fatigue. Level design – one of the first two games' great strengths – was poor and often frustrated gamers with illogical layouts and needless switchbacks.



### Tomb Raider: The Last Revelation (1999; PlayStation)

*Tomb Raider: The Last Revelation* was Lara's 1999 outing and Eidos decided to make this instalment a prequel. Playing as a 16-year old Lara with even more new moves (like swinging from vines) and an emphasis squarely back on exploration (not action), this was a very tough but also very rewarding game. However, frustration with the series' lack of evolution had set in and many fans regarded playing a young Lara as nothing more than a marketing gimmick.



### Tomb Raider Chronicles (2000; PlayStation)

*Tomb Raider Chronicles* was Lara's last PlayStation game and, somewhat ironically, her best. But the problem was, it was three years too late. The best possible execution of the original *Tomb Raider*'s technology and ideas, it was revolutionary but already hopelessly out-of-date when it was released in 2000. Showing no appreciation of the developments and advancements in gameplay since 1996, it served up simply another iteration of the original.

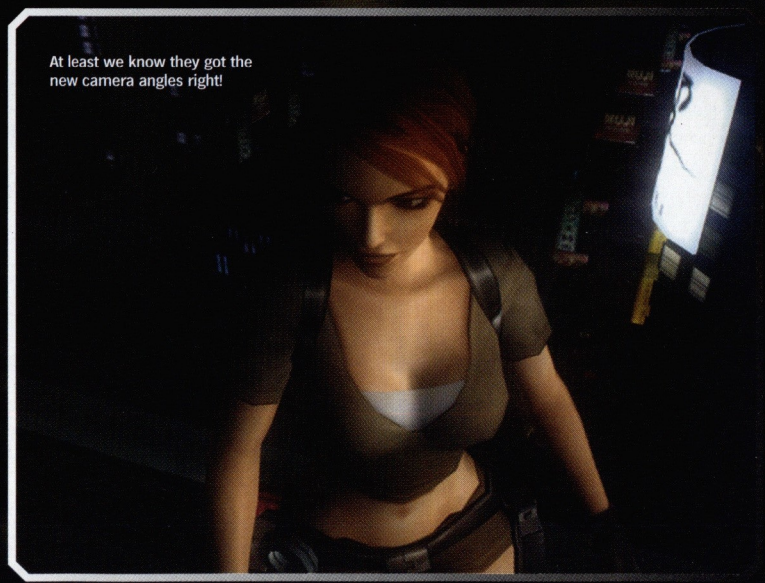


### Tomb Raider: The Angel of Darkness (2003; PlayStation 2)

This was Eidos' big chance to revive the now moribund *Tomb Raider* franchise. Lara's PlayStation 2 debut was eagerly awaited and fans were ready to embrace Ms Croft again. But hopes were cruelly dashed when the game was finally released in mid-2003; *Tomb Raider: The Angel of Darkness* was a massive flop, and deservedly so. Lara looked great on the PlayStation 2 and the game's story was excellent. But bizarrely, unbelievably, the game itself was still nothing more than a re-heated version of the original. Gamers had rejected previous instalments because the series had shown no evolution in its underlying game mechanics and this title met the same fate.

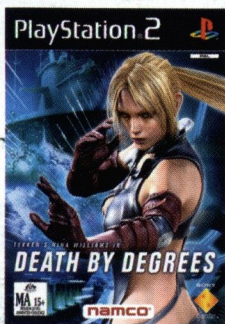


At least we know they got the new camera angles right!





**BE WARNED,  
NINA COMES  
WITH BAGGAGE.**

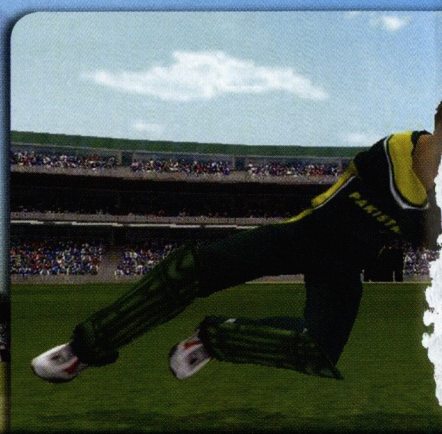


**THE LEGEND OF TEKKEN'S FIRST LADY BEGINS HERE.**  
With her shadowy past, an impressive arsenal and trademark Tekken moves,  
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anyone?  
**namco** PlayStation.2

# GO *Ricky.*

After nine years Codemasters has returned to the pitch and is ready to bowl us over again with *Ricky Ponting International Cricket*

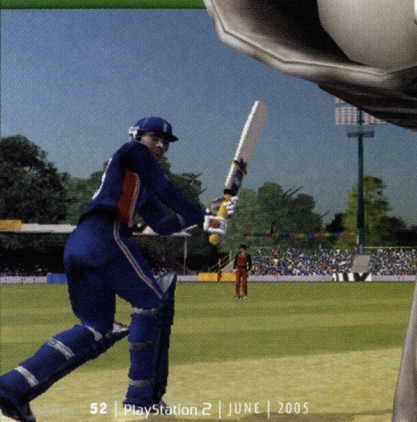


**C**ricket's a top game. You can play it on the beach, in your backyard and even at work, if your office is anything like ours. Unfortunately, cricket videogames have been about as exciting as watching the test pattern on a black and white TV. The only game that's come close is *Shane Warne Cricket '99*. Before he was smoking, drinking and taking drugs from his mum, Warney featured in the only cricket game that had decent batting, bowling and fielding physics. But most importantly, it was fun to play. So after EA dropped a few big catches with its *EA Cricket* series, Codies couldn't sit back any longer and watch the game of cricket be dragged through the mud. Now the developer's found a new face in Ricky Ponting, a new engine that looks as sharp as Richie Benaud and gameplay so deep that you'll be shocked to find that cricket is more than just hitting a leather ball against a piece of wood.

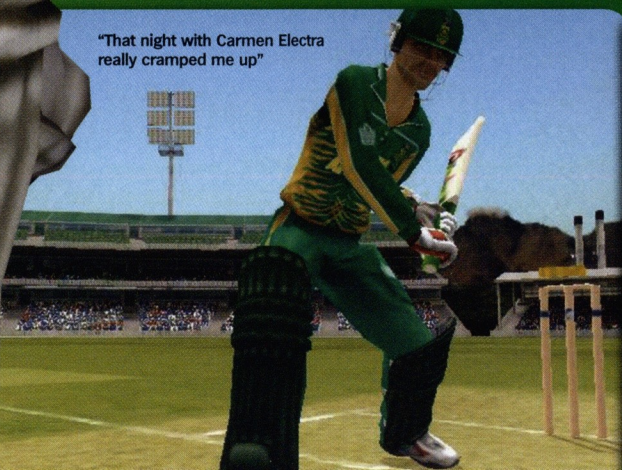
## BOUNCY BALLS

As you should have read in last month's preview, *Ricky Ponting International Cricket* will not just be about batting. Bowling will involve more than just aiming and hitting a button and you'll actually have to work your arse off when fielding. It seems like the only thing you won't be doing is carrying the drinks during the breaks. Where other developers might be satisfied with these basic elements, Codemasters is going even further to ensure *Ricky Ponting International Cricket* is as close to the real thing as you can get without getting sunburnt.

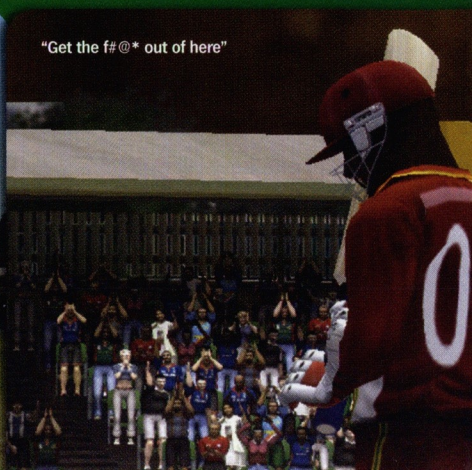
One example is how the gameplay changes according to the conditions. For instance, a brand new ball, on a grassy wicket, on an overcast day won't get the same bounce as a used ball, on a dry wicket, on a muggy day. So you'll never be able to bowl the same way on any two pitches, and because the weather can change in the blink of an eye, you'll have to constantly change your strategy. You won't have to think too hard because deciding who will be stepping up to the bowling crease will be the main thing. Obviously different bowlers have different styles and if you don't want



"That night with Carmen Electra really cramped me up"



"Get the f#@\* out of here"

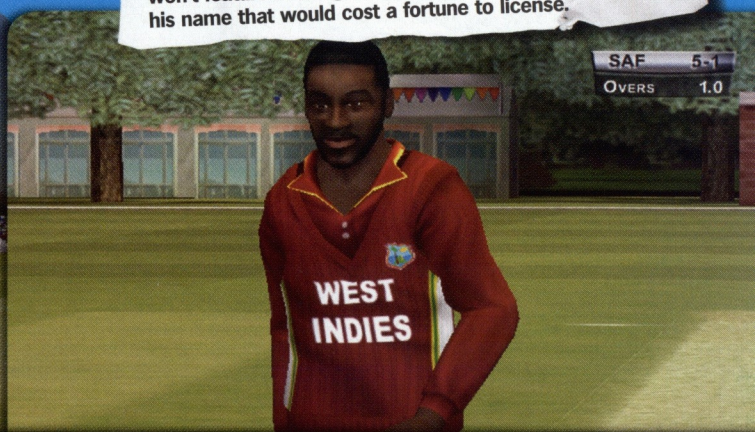


# GO RICKY

WORDS: PAUL FREW

## NOT SO FUN FACT!

Australia's most famous cricketer, The Don, unfortunately won't feature in the game because he has 21 patents to his name that would cost a fortune to license.



to get smacked around the park then you'll need to find out which bowlers are better in which conditions.

## FEELING HOT HOT HOT

Obviously batsmen will have to deal with these conditions as well. Players will have fatigue levels, so you'll need to keep that in mind when playing. We were playing in a five day test match on a scorching day and were going for every run we could get. But about 30 overs in we noticed that our batsmen's performance was deteriorating. Codies later told us that the reason for this was because they were worn out from constantly taking short runs in the heat. What we should have been doing was pacing ourselves and only running when it was necessary. While we still thought the batsmen were just a bunch of pussies, we respected the length Codies had gone to make *Ricky Ponting International Cricket* as realistic as possible.

As you'd expect from a simulation, the game will feature all the competitions you know and love. You can expect to be competing for the

World Cup, the Champions Trophy and the Holy Grail itself, the Ashes. But if you're only after a quickie then *Ricky Ponting International Cricket* has got your back. The Double Cricket mode has been specifically designed for players who don't have the time to play a full match. Here you'll select two cricketers from anywhere in the world. Each team has two overs to score as many runs as possible. Getting out will result in runs being taken off your total. The winner is the team who scores the most runs and makes the other guy their bitch. It's a simple game but so much fun that we expect this to become the next big lunch time event in offices everywhere.

## THINKING OUTSIDE THE COMMENTARY BOX

Realism is good and all but sometimes you just want to escape reality and *Ricky Ponting International Cricket* will help you do just that without the aid of alcohol. A six in cricket is a hard task unless you're playing Japan, but in Slog Mode you'll be constantly hitting balls into the car park. You'll be able to hit six after six, after six

## How's that?

**T**hink you know all there is to cricket? Next time you're watching the big game astound your mates with these amazing facts.

The first ever test match was held between England and Australia, at Melbourne, from the 15th to the 19th of March, 1877. Australia won by 45 runs. Exactly 100 years later, a match between England and Australia was held at Melbourne to commemorate the 100 years of test cricket. Remarkably, Australia again won by 45 runs!

The first one-day international was also held between England and Australia at Melbourne in 1971. Actually the first four days of a test match had been rained out, so on the final day the first ever one-day international was organised. Australia kicked arse and won the match.

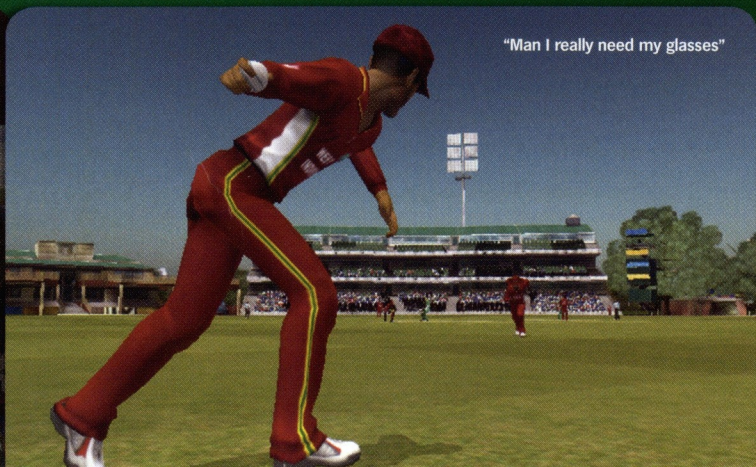
The first two twins to play in the same test match were not Steve and Mark Waugh of Australia, but Rosemary and Elizabeth Signal of New Zealand. They weren't hot.

It's generally accepted that the first international cricket fixture was held between Canada and the U.S.A. in September 1844.

C.B. Fry (England) has not only captained England in cricket but has represented England in football and once equaled the world long-jump record. He never did a triple beer bong like Luke though.

England once scored 903 for 7 declared against Australia, and went on to beat them by an innings and 579 runs, the largest ever margin of victory in a test.

A cricket an inch long has a chirp that is audible for nearly a mile... Whoops, wrong cricket.



# Let's go Ricky, let's go

Punter himself talks exclusively to OPS2.

**OPS2: Does it feel weird seeing yourself in a game?**

RP: Yes, it feels a little weird.

**OPS2: Do your team mates play games?**

RP: A few of the boys on the team play games, particularly on overseas tours to the sub-continent. Playing videogames is a great way to pass the time in some of the more remote places around the world as well as being great fun.

**OPS2: Do you think they'll play Ricky Ponting Cricket while they're waiting to bat?**

RP: No, although Glenn McGrath probably should, it might be his best chance of making some runs.

**OPS2: Who's the best player on the team?**

RP: The fast bowlers play [the most].

**OPS2: Did you play Shane Warne Cricket '99?**

RP: Yes and [I] was impressed.

**OPS2: Do you think your game will smack it for six?**

RP: I think my game is definitely a lot better as the technology and graphics are outstanding.

**OPS2: Do you enjoy playing cricket games even though you play cricket in real life?**

RP: I do enjoy playing cricket videogames. It's a great way to relax and have a bit of fun when we're stuck in hotel rooms on tour.

**OPS2: Your game will feature a Classic Matches Mode, what do you think is the best match in cricket history?**

RP: The cricket match that stands out most in my mind is the World Cup semi final in '99 versus South Africa at Edgbaston. It was the

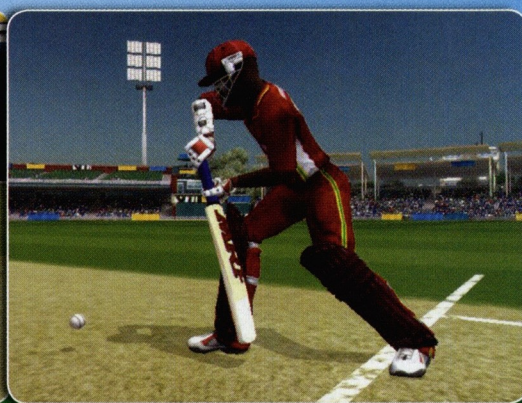
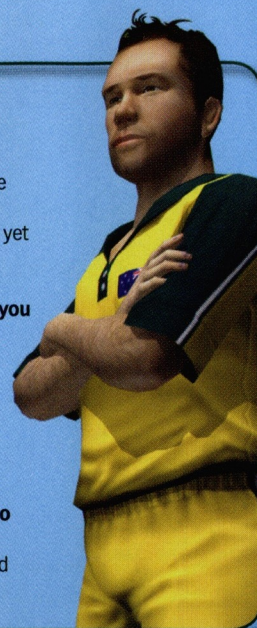
most unpredictable and intense game I have ever been a part of, as each team was in a winning position on a number of occasions, yet it resulted in a tie.

**OPS2: In this mode you'll also be able to change history, what match do you wish you could change the outcome of?**

RP: If I could change the outcome of one match it would be the '96 World Cup final which we lost to Sri Lanka. If I were granted a second wish, I would also change the outcome of the second test versus India in Calcutta on the 2001 tour.

**OPS2: Any advice for all those people who will play Ricky Ponting Cricket?**

My advice to anyone playing my game would simply be to have fun and enjoy it!



without having to worry about finding the ball afterwards. But once you're ready to come back to reality you'll find a challenge awaiting you with the other difficulty modes. The modes are all based on real-life cricket competitions. Village cricket is your amateur competition where you get pissed after the match and maybe drop your pants. County is like state cricket, where the competition is a little harder because all the players want a shot at wearing the baggy green. Finally there's the test mode, which is even more difficult because you'll be playing against the best in the world. Don't be fooled by the names though – you can still get bowled out first bowl in the village mode.


Normally created players stick out like Nick in a gay bar but in *Ricky Ponting International Cricket* your player will be so real you'll be trying to figure out which team he plays for. You'll customize the normal things like face, height and weight but the difference is that here it will actually make a difference on what you settle with. Height and weight will affect things like fatigue, speed and strength. So you'll have to decide straight away if you

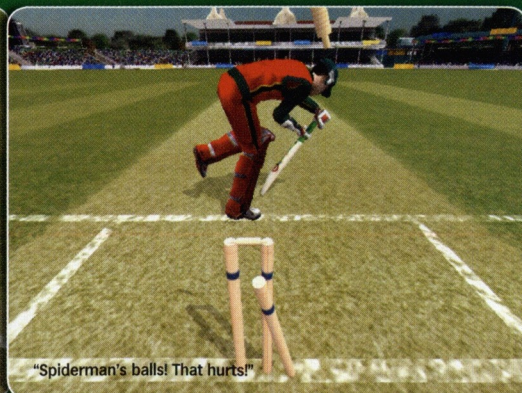
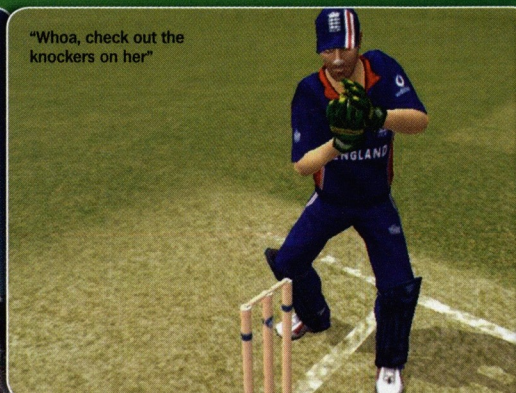
want a fit, finely-tuned athletic machine or someone like Darren Lehmann. You'll also select the player's stats, and these decisions are just as important as asking your partner to marry you. This is because the stats determine how your player, er, plays. You could literally spend hours here building and fiddling with the combinations so your cricketer turns out to be the next Don Bradman. You'll tell your cricketer how he'll stand at the crease, the way he bowls, the hand he'll use and how he'll spin and throw the ball. In fact the only thing you won't tell your super cricketer what to do is how to sit on the toilet. But we can let that slide. It doesn't end there though. Finally you'll have to clothe your cricketer, otherwise he'll be nothing more than a streaker.

These cricket machines won't be decked out in any kind of rags that you'd find in at K-mart either because all the gear in *Ricky Ponting International Cricket* is the official garb. There are plenty of fine looking threads to choose from, and they're not all coloured white. There's also all the latest willow available if you want to give the ball some frequent flyer points. And you don't have to

worry about causing any commotion over the colour of your bat because it's too bright, the way Ricky did. Like a Toohey's New, it's all good.

## PAD UP

Combine all this attention to detail with some expert commentary from Tony Greig and Bill Laurie and you've got yourself one flipper of a game. While we've discussed plenty of details about the game, there's at least another four pages of features we could go on about. If you can't see that *Ricky Ponting International Cricket* is going to be the most realistic and enjoyable cricket game ever made then please send us your address so we can come and beat you with our cricket bat. Come September, every cricket fan in Australia will be throwing perfect run outs like Michael Clarke, bowling out kiwis quicker than Glen McGrath and hitting that leather ball just as well as the man himself, Ricky Ponting. Maybe *Ricky Ponting International Cricket* should have the tag "It's in the game" because this baby is going to have it all. 





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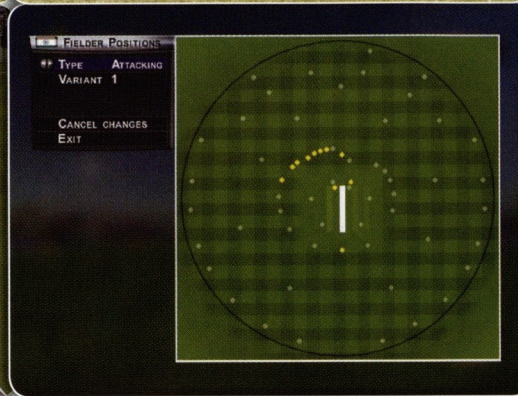
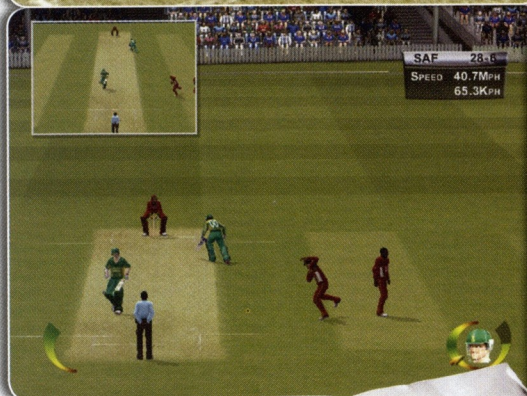
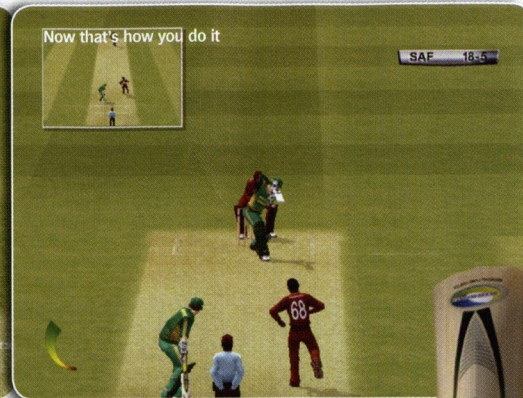
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PlayStation 2

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**FUN FACT!**  
Funnily Shane Warne had to be renamed in *Ricky Ponting Cricket* due to licensing problems. He will be known as Shane Worde, but you can edit that to Warney.

## Stepping up to the crease

**L**ead designer for *Ricky Ponting Cricket*, Justin Forrest, is the skipper of the team and he's making sure they put a 110% effort in so it becomes the greatest cricket game ever made.

**OPS2: What's been the main goal for *Ricky Ponting Cricket*?**

JP: My feeling was that *Shane Warne Cricket* was a very good starting point for a cricket franchise, but any later versions never built on it. I feel we're in a position now where we've set a new benchmark of what cricket games should try to aim to be. I think it's all too easy to make the batting fun and forget about the rest of it, but being a cricket fan myself, it's just not enough. I think we've addressed all those issues.

**OPS2: *Shane Warne Cricket* came out in 1999, why has it taken you so long to make another cricket game?**

JP: I think what happened was the producer who was heading up the company left and no one could really pick up the pieces. So then I came on the scene and started throwing around design ideas and people started thinking we could make a strong game out of this. We've been working [on ideas] for the last two years and now we're full swing in the development stage. The other big issue was licenses but thankfully we've got the ICC on board.

**OPS2: So after *Ricky Ponting Cricket* will we have to wait another six years before seeing another cricket game from you guys?**

JP: We'll probably bring out another edition next year with updated stats and some new features, then our next big game will be in time for the World Cup in 2007. Then obviously we can go next-gen.

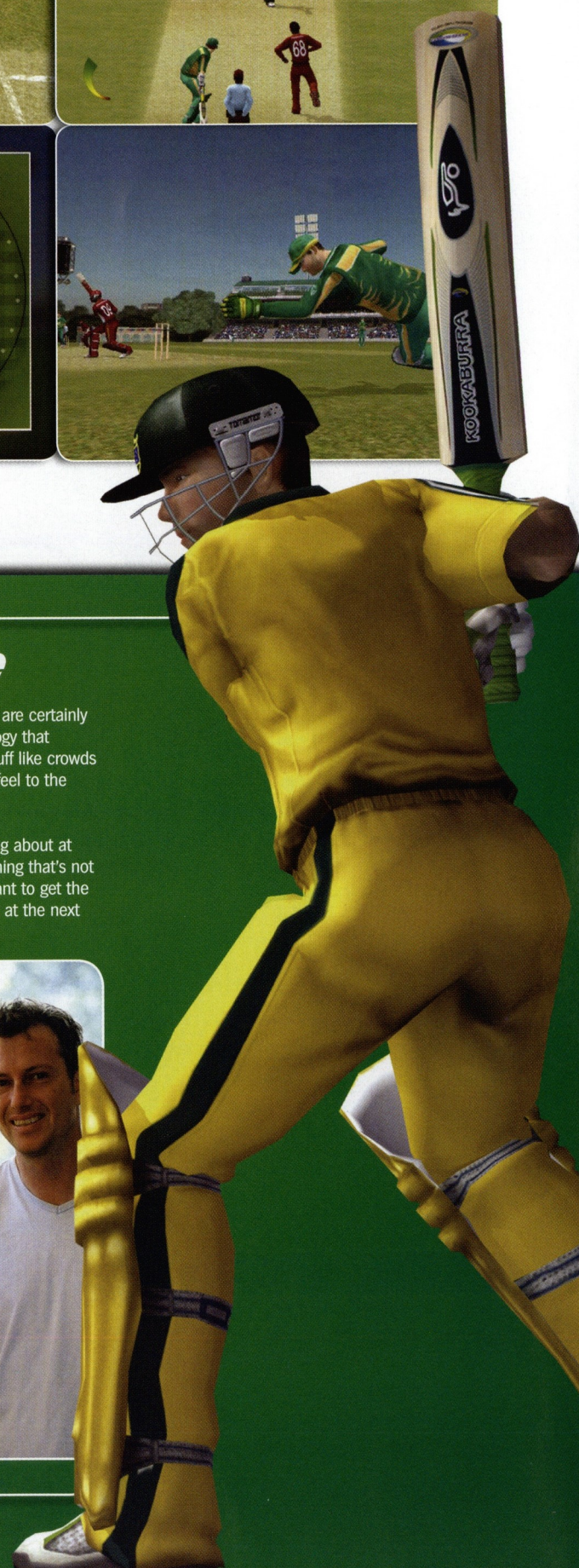
**OPS2: What do you think you can do with next-gen technology?**

JP: It's in the back of our minds at the moment because at this stage in the development cycle all you can think

about is the end date of this project. But there are certainly long-term plans that include next-gen technology that doesn't necessarily relate to the game core. Stuff like crowds could be amazing. It could bring a whole new feel to the game of cricket on consoles.

**OPS2: What about for the PSP?**

JP: PSP is certainly something we're thinking about at the moment. It's a big undertaking and something that's not a big focus at the moment because we just want to get the game out. But once that's done then we'll look at the next versions and handheld stuff.





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anyone?  
PlayStation.2



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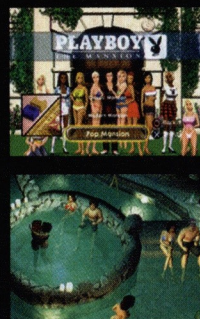
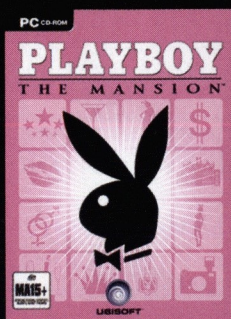
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# Play-test



## WELCOME!

Winter is supposed to be the time of year when the temperature drops, but after seeing the hot titles that are hitting store shelves this month, it looks like winter will be warm indeed. Midway's impressive FPS, *Area 51*, has restored our faith in shooters, *Juiced* gives us a whole new garage full of cars to play with and, thanks to *Super Monkey Ball Deluxe*, we can now play with balls all day long. Throw in *MotoGP4*, *Stolen* and *CT Special Forces* and you've got yourself a scorching hot winter.

**MICHAEL BUTLER**  
REVIEWS EDITOR

## REVIEW CHARTER

**FACT: OFFICIAL PLAYSTATION 2 MAGAZINE's** reviews are the best in the business. Our squad of reviewers play the games longer, harder and better than anyone. And we love what we do.

It's this dedication that means you can trust our comments and scores above anyone else's. Whether a game's superb or sewage, our experts will tell it like it is with buckets of opinion. Our experienced reviewers have written for the game industry's most revered publications, both here in Australia and overseas. Rest assured that these are opinions you can trust.

## REVIEW RATINGS

HERE'S WHAT OUR REVIEW SCORES STAND FOR:

- 10/10** Nigh on revolutionary. A game that could change the face of gaming forever
- 09/10** A truly astonishing game. If you have a PlayStation 2, you need this now
- 08/10** Highly recommended
- 07/10** Good, solid fare that's well worth a look
- 06/10** Better than average, and ideal for hardcore fans of the genre
- 05/10** An average game
- 04/10** Poor, but still with the odd moment
- 03/10** Extremely disappointing
- 02/10** To be avoided
- 01/10** Beer mat

**THE JOY OF GAMING**  
OPS2's gaming screen of choice this month has been this great portable number from Joytech. Weighing less than a kilo, it's perfect for taking around to a mate's place for multiplayer games sessions!



JOYTECH

## THE OPS2 AWARDS

We don't hand out high scores for nothing, so when you see one of these, you'll know it's a sign of quality. Look for them on game boxes.



The Gold Award is a rare gem and only to be given to games that score that magic 10/10. This score indicates gaming of simply incredible quality!

The Silver Award is for games that receive 9/10. If you see this, it's a sign of star quality, indicating that you should buy this game now!

The Bronze Award is for games that score 8/10. These games are highly recommended and are 100% guaranteed to satisfy.



## AREA 51

The truth isn't out there – it's in our review!

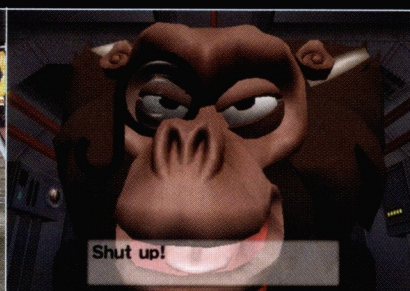
**60**



### JUICED

Back from the grave with a full tank of gas

**64**



### SUPER MONKEY BALL

The most fun we've had with balls this week

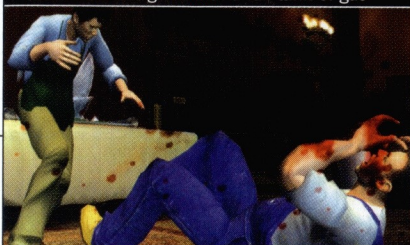
**66**



### MOTOGP4

GT4 on two wheels!

**68**



### FIGHT CLUB

It's not a unique and beautiful snowflake

**69**



### STOLEN

Like *Entrapment* but without Sean Connery

**70**



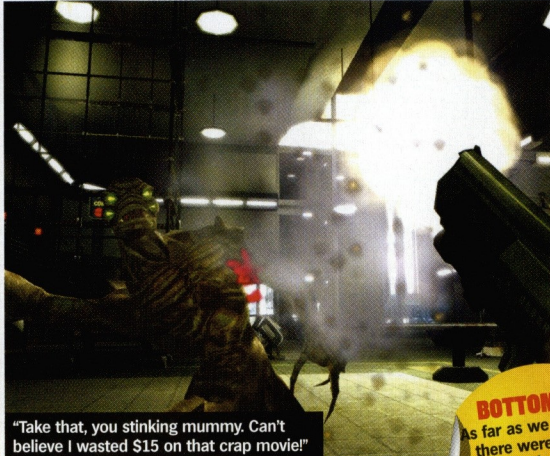
### ATV VS MX UNLEASHED

Time to get down and dirty

**71**

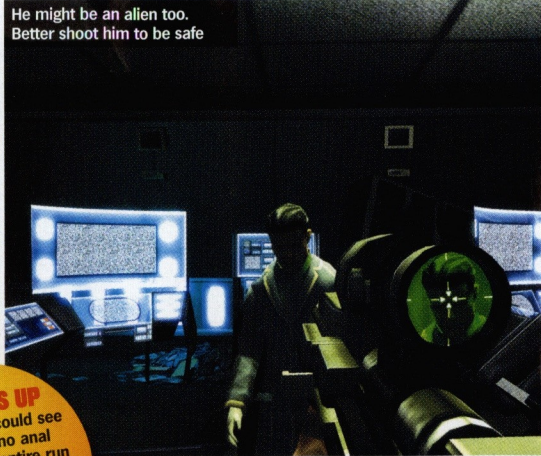
# Play-test

If you let them get this close in the game it's time to start picking a nice casket



"Take that, you stinking mummy. Can't believe I wasted \$15 on that crap movie!"

He might be an alien too. Better shoot him to be safe



## BOTTOMS UP

As far as we could see there were no anal probes in the entire run of Area 51. Everyone at OPS2 Towers is bitterly disappointed. Especially Naz, who is all about the probing.



PlayStation 2  
BRONZE AWARD

X FIRST-PERSON SHOOTER

# AREA 51

"The truth is IN there. So be a love and nip down and fill it full of lead, would you, please?"

## DETAILS

DISTRIBUTOR: RED ANT

DEVELOPER: MIDWAY

PRICE: \$79.95

PLAYERS: 1-2

OUT: MAY

WEBSITE: WWW.MIDWAY.COM

60HZ MODE: NO

WIDESCREEN: NO

SURROUND SOUND: YES

ONLINE: YES

## BETTER THAN

GOLDENEYE: ROGUE AGENT

## WORSE THAN

TIMESPLITTERS: FUTURE PERFECT

## LAB TEST

### What they nailed this time

A sense that numerous beasts are swarming you! ARGH! They're in the walls! GAME OVER, MAN!

### What they need to fix

More imagination, guys! Let's see monsters we haven't blown away a thousand times before.

## BACK STORY

Midway's light gun game Area 51 was a big hit in the arcades. Mainly because, well, you got to use a big bugger-off gun to shoot the holy crivens out of slimy beasts. Can this slender premise translate to FPS goodness or will it fall somewhere short of the mark? After all we're in something of a glut of FPS games. So can this one stand out in the overcrowded crowd? Read on, gentle gamer to find out...

**B**ack in the nineties (as some of our older readers will remember) aliens were hip in a big way. The X-Files, Millennium and countless other dodgy telly shows, alien-themed movies like *Independence Day*, novels and comics were all prattling on with nutbag theories about our bulbous-headed buddies from beyond the stars.

Strangely, though, videogames didn't really capture the spirit of this pop cultural movement. Perhaps it was because they were kind of primitive, or maybe no one in the industry was canny enough to latch on, either way the boat sailed. Or did it? Area 51, the new FPS from Midway, seems to have been transported directly from that era, capturing the zeitgeist of a topic almost a decade old.

A bold move in this era where games seem to be either hyper realistic stealthy shooters or orc-slapping fantasy fests. But is it a move that has paid off? Well, yes and no.

## Watch the Skies...

Area 51 puts you in the dirty boots of HAZMAT specialist Ethan Cole. Ethan's a normal sort of bloke, sounds a lot like David Duchovny actually, and has seen very little gunplay in his short life. All that's about to change as his latest assignment is the titular Area 51: a government

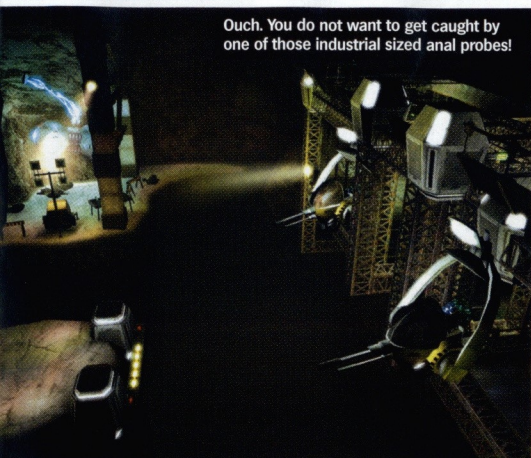
research laboratory that is more like an entire city beneath the earth. Something's gone very wrong downstairs and it's up to you and your fellow Hazmaters to clean up the mess.

## Stop us if you've heard this one before...

A contagion is spreading. It's easily transferred from host to host and aggressively changes the cell structure of the body it infects. In laymen's terms? It transforms ordinary folk into super strong, inhuman, slobbering beasts. Like *Big Brother* contestants except with glowing eyes and slightly less evil.

This somewhat less than original premise will probably have most gamers rolling their eyes and muttering something about being there, and indeed having done that. But don't be so quick to judge, gentle gamer. Area 51's a largish title and its surprises are many.

Soon after you descend into the massive Area 51 you're blasting infectees with great abandon. You do this using a, frankly, disappointingly unoriginal array of weapons. It's your basic handgun, machine gun, shotgun, sniper rifle and SUPER SECRET CRAZY ALIEN WEAPON setup here, folks. However what this arsenal lacks in gee-whiz-that's-new-ness is made up in effectiveness. The physics of the



Ouch. You do not want to get caught by one of those industrial sized anal probes!



There's always an awkward moment after anyone suggests man-on-alien lovemaking



"Cover me, I'm going to steal a beer"

firing engine are so good that you'll genuinely feel your bullets are sinking deep into the flesh of your enemies. Which rocks. A good thing too, because the fighting is fierce and frequent and can come in a variety of situations.

Sometimes you're ambushed, sometimes something will leap from the shadows (in grand horror movie tradition) and sometimes you'll be mobbed by masses of enemies and struggle to reload enough just to stay alive.

Also grenades are, for once, very useful. Not the normal kind, but these weird blue flashy grenades that seem to explode twice and really mess your foe's hairdo. They come later in the game and are an eternal joy.

All good and well, but you've played that game before, yes? You need more than just shooting a variety of beasts. Well you've got it. About an hour of play or so something big, REALLY BIG, will wipe out your mates and smack you around like you slept with its wife. When you come to you'll find you've become infected with the mutagen.

## Learn to love the BEAST WITHIN

Rather than binging a Game Over on the proceedings, the game, just like you, evolves. You'll now be able to transform into a mutant Ethan who can fang airborne parasites at his enemies and see invisible foes in a sort of Predator-style heat vision. These periods of mutant mania are brief and your mutagen meter must be constantly refilled. It can do this slowly by itself but other ways of filling it up include picking up a vial of the stuff or, more dubiously, absorbing it from an infected body. You know you're playing a weird game when sucking on an infected corpse is a GOOD thing and can help your quest.

Your mutant abilities change and vary as the game

## SCANNED MAN

A neat feature of *Area 51* is your scanner. Attached to your arm it can be used to scan objects you'll come across as the game progresses. These could be secrets, videos, the truth about JFK, maps for multiplayer, and even dead bodies (hooray!). Ultimately a little pointless, the scanner is a nice touch and a fun little diversion.



progresses. A particularly cool one being the Contagion Mutation Ability – where you throw infection from a great distance and pretty much total whoever you hit. They die, mutating and spasming, oozing fluids and wailing in horror. It's a charming ability and one that really helps the game stand out from the pack.

## Are you monstrous enough?

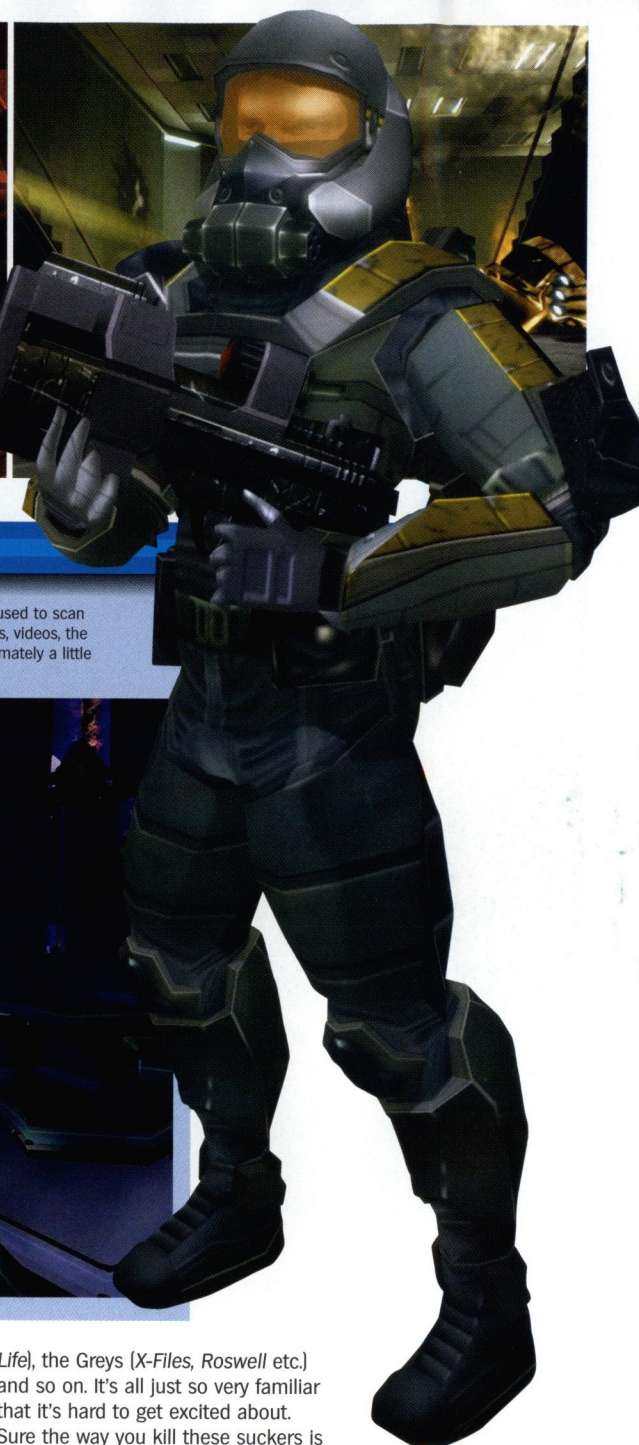
So far we've pretty much told you the good things about *Area 51*, and they are many. But now we must, sadly, come to what is possibly the game's biggest problem. It's the enemies. They're just not quite cool enough. Very much like the weapons, you've simply seen them before and too many times. There's your standard infected human stage 1 (who looks like he could have wandered off the set of *28 Days Later*), the alien/human hybrid who's a little stronger and leaps about a bit more, there's your skittering critter (face hugger from *Alien*), Illuminati soldier (the Uber soldiers who are basically the tough soldiers from *Half*

*Life*), the Greys (*X-Files*, *Roswell* etc.) and so on. It's all just so very familiar that it's hard to get excited about. Sure the way you kill these suckers is tonnes of fun but if a little more time had been spent designing some really head scratching, SURPRISING foes, this game would have gone from good to great.

Also, a note to makers of FPS games: just because we're playing a shooter doesn't mean there shouldn't be bosses. Learn from great games like *MG3* and lob in a boss every half hour or so. This current trend of rare, if any, bosses is very lame and should end now. It's also a trend *Area 51* suffers from. Nothing completes a level like blasting away at something with too many heads.

## "My God, it's full of stars..."

Graphically *Area 51* is impressive. But not jaw droppingly so. The environments are well lit but a trifle drab in their

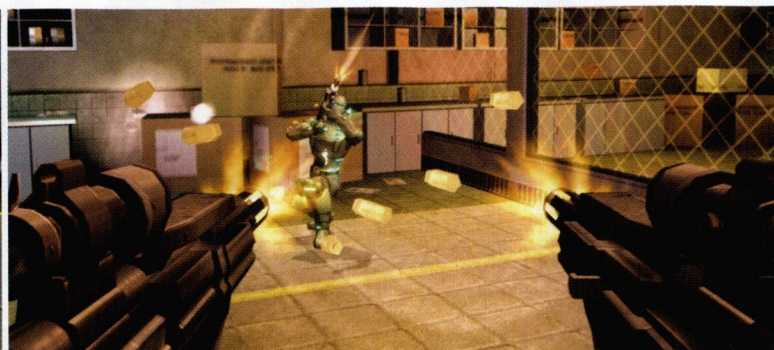
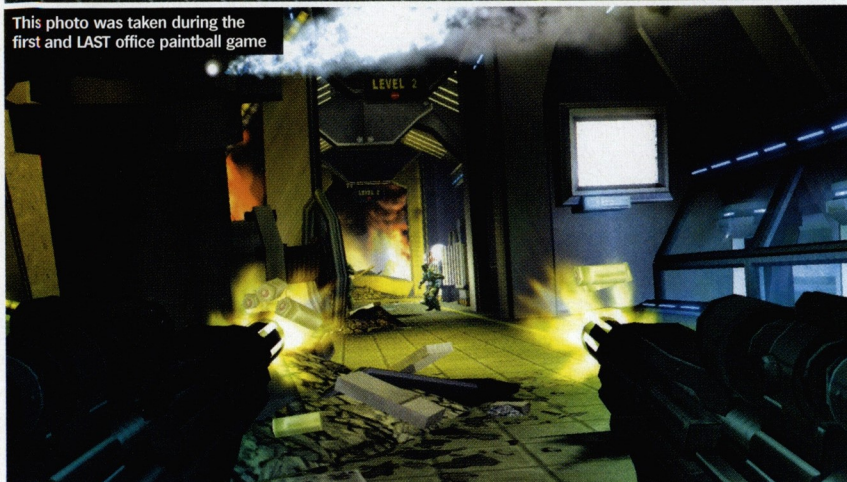


# Play-test

"Has anyone told you that you have the most beautiful eyes?"



This photo was taken during the first and LAST office paintball game



## BASED ON A NOT TRUE STORY (PROBABLY)

The real Area 51 is still something of a mystery. Depending on who you believe it's situated somewhere in the Mojave Desert but quite frankly is probably a load of bollocks and you're more likely to find aliens down the local RSL than you are there. Still, like Bigfoot, Nessie and Star Trek fans who have girlfriends - it's a myth that persists.



colour schemes. Also, because you tend to spend most of your time going through underground corridors things get a little repetitive. It's the nature of the beast with these kind of FPS games but, again, some more imagination would have been nice.

One nice touch is the odd nod to conspiracy nuts in the Area 51. How's this for cool? You're traipsing along, blasting infecteds when suddenly you come upon the studio where the US Government faked the moon landing! Subversive and groovy. Also on a later level you'll see a bunch of Greys performing horrible experiments on a living, screaming human. These are great little touches (the kind of extra spice that spills out from *TimeSplitters: Future Perfect*) but the game simply needs more of them.

The sound effects are superb and the atmospheric audio is very solid. The voice acting by David Duchovny and Marilyn Manson on the other hand is erm, less so. It's kind of hard to get excited by Dave's between level assessment's when he sounds like he's just necked a schooner of methadone before he's read his lines.

"Everyone was dead... no one deserves to die that way," Dave intones with all the enthusiasm of Ozzy Osbourne front row at a Shannon Noll concert.

To make matters kinda worse we have the unlikely

pairing pairing of Duchovny and "rocker" Marilyn Manson. As mentioned previously Dave sounds like he's on the nod and Maz, his voice distorted through various bodies that he inhabits (wait until you see what he looks like, it's a real hoot!) sounds like he's doing goth spoken word for his new album. Sometimes voice casting works. And sometimes it sounds like this.

The single player game is fairly long and quite hard but with little reason to replay it. The unlockables you get throughout the game (see Scanned Man) are entertaining little tidbits but the multiplayer levels somehow fail to satisfy. The multiplayer and online modes are satisfactory (death matches and so forth) but, like a lot of the rest of this title, you've seen it done before and frankly you've seen it done better. Not staggeringly better, but superior enough that unless you're a mad keen alien buff you could probably be happier with *TimeSplitters of Snowblind*.

One other irksome thing is the amount of jumping and "find the switch to open the door"-style puzzles the game puts you through. Surely we've evolved a little beyond this point. And as the game is quite tough, sometimes repeating these tasks causes frustration. The checkpoints are frequent, so this isn't a big problem, but it's another element that stops Area 51 from achieving greatness.

Unoriginality aside there is something very compelling about Area 51. Maybe it's that blasting hordes of aliens never gets old. It's hard to say, but the title does suck you in and offer a gripping experience. It's just one you've seen a few too many times before.

Put it this way, if you're after the best FPS around at the moment *TimeSplitters* is the way to go. If, however, you think *The X-Files* should have been extended for another eight seasons, if you really believe the truth is out there, if you're convinced that Elvis lives and has returned to the mothership, then Area 51 is definitely for you. But then, you already knew that, didn't you? **Anthony O'Connor**

## OFFICIAL VERDICT

<b>Graphics</b>	<b>08</b>	Very sweet but repetitive. Nice models and animation
<b>Sound</b>	<b>07</b>	Good sounds, horrible voice acting
<b>Gameplay</b>	<b>08</b>	Fun, fun, fun! If it moves shoot it!
<b>Lifespan</b>	<b>09</b>	Multiplayer thrills, long single player game and online. Cool!

Area 51 is a very cool little game and well worth a look for FPS shooters and twitchy loners who believe the truth is out there.



**DO YOU FEEL**  
***THE NEED FOR SPEED?***



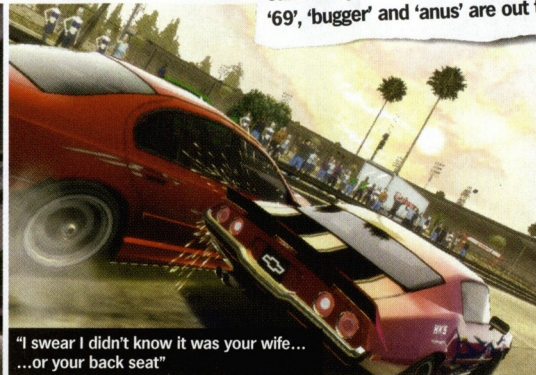
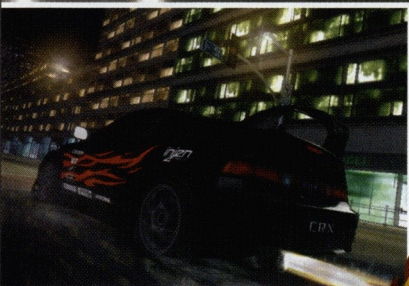
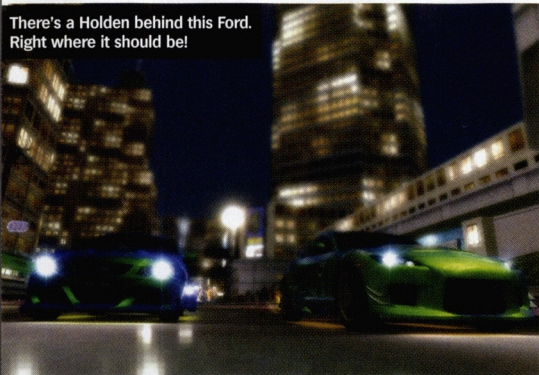
**WE DO...**



**AUSTRALIA'S LEADING F1 MAGAZINE OUT EVERY MONTH!**

# Play-test

There's a Holden behind this Ford. Right where it should be!



"I swear I didn't know it was your wife...  
...or your back seat"

## FUN FACT!

Juiced has the most annoying name filter we've ever seen. You can't call yourself 'bullet', 'bullitt', or even 'bull'. 'Gun', 'shooter', '69', 'bugger' and 'anus' are out too. Give us a break...

"That was nice of your mum to lend you her car"



RACING

## JUICED



100%, freshly-squeezed, sugar-free street racing

### DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: JUICE GAMES  
PRICE: \$99.95  
PLAYERS: 1-2 (ONLINE)  
OUT: MAY  
WEBSITE: WWW.THQ.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: YES

### BACK STORY

No, you're not having déjà vu; we actually reviewed the 'other' Juiced in September last year. Unfortunately, at that point Juiced was onboard the Acclaim shipwreck when it went under. When the bank came knocking and Acclaim finally went belly-up – Juiced, and Juice Games, were left without a pot to piss in. THQ picked up the scraps for a few million clams and popped the hood for a little more tuning.

### BETTER THAN

THE 'OTHER' JUICED

### WORSE THAN

MIDNIGHT CLUB 3:  
DUB EDITION

### LAB TEST

#### What they nailed this time

Great car selection, hectic graphics

#### What they need to fix

More race variety and some more exciting tracks

**A**fter a false start last year *Juiced* is back on the grid. But bearing more than a passing resemblance to genre favourites *Midnight Club 3: Dub Edition* and *Need For Speed: Underground 2* is both a blessing and burden. You know there's a market, but it's a market that already owns a game like yours – so you'll need to make it worthwhile for them to open up their wallets again.

To its credit, *Juiced* has a number of things going for it. Firstly, and perhaps most importantly, it's gorgeous. You wouldn't climb over a Playboy Playmate to play it – but you would have a quick glance while you were on the job. The rides are spunky, the smoke and spark effects are flashy and the tracks are littered with a stack of detail. Water pools on the asphalt as it rains, reflecting trackside detail perfectly, and time of day effects don't go unnoticed either. The roster of autos should also turn a few heads. We don't know what they were thinking when the ridiculously underpowered Fiat Punto got the thumbs up, but the likes of the '67 Mustang, '69 Charger, Monaro CV8 and the BA Falcon XR8 are certainly appreciated.

Career mode is the same old fairytale, buy a crappy car and win enough cash to buy cars that are progressively less crap. *Juiced* stretches it a little with the ability to bet on races and a respect meter that will adjust itself based on your performance and attitude. If you consistently cruise victoriously past the chequered flag, keep the destruction to a minimum and gamble your house, your kids, your wife and your wife's sister – you'll earn massive respect. If you're always stumbling across the line in last, trading paint with other cars and lacking in the cajoles department when it comes to a wager – your respect will go down. So it's best to live life dangerously because you'll need respect to attract new recruits to your team and participate in team races.

Thankfully, racing is something that *Juiced* does well. It's fast and furious on the track, and CPU opponents

are far from mild-mannered. They can certainly 'give it just as well as they can take it' (we stole that line from one of Tristan's personal ads). The Supra that has been tailing you for half a lap won't hesitate to give you a nudge as you pass through a corner, allowing him to zip past and leaving you pulling your teeth out of the vinyl on the dashboard. Sure, it can be a bit frustrating but it makes the races quite tense. They're not infallible either – your opponents will come unstuck just as often as you do. Okay, maybe not quite as often. Damage will cost you though, both in the race and afterwards. Smash up your pride and joy too much and your performance on track will suffer. Your wallet will also suffer because repairs aren't free, meaning less money for beer and hookers.

*Juiced* does the remainder by the book. Modding is carried off in the usual fashion, and race modes are fairly standard. The drag racing is super-quick but isn't as flashy as *NFSU2*. Showoff mode is different, allowing you to perform specific tricks like doughnuts, boomerang turns and 180s for points – but the novelty wears thin. The 'slow down' and 'brake now' warnings are annoying and most often wrong, and *Juiced's* tracks aren't as interesting as they could be.

*Juiced* is a great racer on its own merits, but you wouldn't trade pink slips with *Midnight Club 3* for it. Kudos to the developers for the Aussie grunt though. **JB Luke Reilly**

## OFFICIAL VERDICT

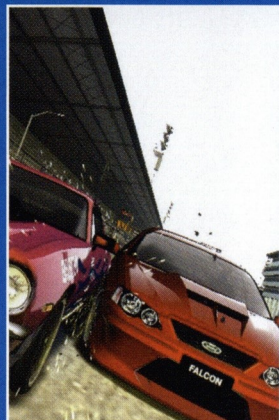
Graphics	09	The cars and effects are great, the tracks are a little stale
Sound	06	Mostly impressive, but the soundtrack is a real non-event
Gameplay	08	Solid and aggressive racing – lacks some overall spark
Lifespan	07	Online will help but there are too few exciting tracks

It can't match *Midnight Club 3* for thrills, but it boasts a far more impressive stable than *NFSU2*. Not revolutionary, but a solid racer for hardcore rev-heads.



## THUNDERSTRUCK!

After years of being left out of the loop, homegrown cars are starting to make consistent appearances on the PS2. A few years ago the Ford Credit Falcon in *Gran Turismo 3: A Spec* was your only option. Some time later Ford and Holden were neck and neck in *Need For Speed: Hot Pursuit 2*, and the V8 Supercars series has Fords and Holdens in spades. *Gran Turismo 4* marked the start of something special by including four Aussie monsters and *Juiced* continues the tradition by featuring the V8 Monaro and BA Falcon XR8. By the way, we didn't count the Pontiac GTO in *Need For Speed: Underground 2* because EA should've re-badged it, and the HSV Maloo in *Shox* doesn't count either because *Shox* was crap.





**THEN**



**NOW**

**AREN'T YOU HAPPY YOU  
WEREN'T A KID IN THE 80S?**



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**DID RETRO GAMING SUCK?**  
**THE MAN WITH 44 AIBOS**  
**THE GALAXY'S BEST STAR WARS TOYS**

*Australia's best gadget magazine*  
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This is how Nick avoids getting grass stains on his pants



Go on little fella, roll towards the giant shaft, er, we mean rocket



Don't stay in there too long or you'll suffer shrinkage

## PUZZLE

# SUPER MONKEY BALL DELUXE



Find out exactly why GameCube owners are so nuts about balls...

### DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: SEGA  
PRICE: \$79.95  
PLAYERS: 1-4  
OUT: SEPTEMBER  
WEBSITE: [SMBDX.SEGA-EUROPE.COM](http://SMBDX.SEGA-EUROPE.COM)  
60HZ MODE: YES  
WIDESCREEN: YES  
SURROUND SOUND: NO  
ONLINE: NO

### BETTER THAN

MONKEYS PLAYING WITH YOUR BALLS

### WORSE THAN

PLAYBOY BUNNIES PLAYING WITH YOUR BALLS

### LAB TEST

#### What they nailed this time

Squeezed every bit of Monkey Ball in existence onto one disc

#### What they need to fix

Load times break up the fun a bit, frame-rate suffers pretty regularly

### BACK STORY

Super Monkey Ball and Super Monkey Ball 2 were originally both exclusive to the Nintendo GameCube, and are to date the only two out of several hundred GameCube titles that don't feature Mario in any form (prove us wrong, Nintyl!). Super Monkey Ball also made an appearance on the ill-fated Nokia N-Gage, but it was a bit crap (shock!).

If you don't own a GameCube, and let's face it – the majority of you either don't or have completely forgotten that you do; then you're probably scratching your noggin in ape-like curiosity and wondering "just what exactly is a *Super Monkey Ball*?" There's a surprisingly straightforward answer, actually; SMB is an utterly addictive puzzle game from SEGA, featuring gameplay entirely focussed on monkey balls (a bit like the blurry photos from Anthony's last trip to the Zoo – talk about the most uncomfortable slide night ever!).

No, happily we don't mean those kinds of monkey balls. We mean tiny monkeys stuffed inside large plastic balls (as opposed to tiny plastic balls stuffed inside large monkeys – an inhumane practice revealed by several eye witness testimonies in the recent Michael Jackson trial. At least now we know why he named him "Bubbles"). The basic premise of the game is that you roll your hapless monkey ball around a giant labyrinth hovering in space, collecting bananas and looking for the exit without falling off the edge.

And having an absolute blast doing it! As it turns out, monkey balls are a great deal of fun; right up there with soccer balls and basketballs, and completely at the opposite end of the amusement spectrum to the "get her home from the pub only to find out she's got" balls. The crux of all puzzle games is the presence of simple, 'pick up and play' gameplay, and as it turns out even a monkey could guide these spherical simians

around at least the initial few of the almost never ending stages on offer. Of

course

they do

get progressively harder, but then you've still got the dozen or so multiplayer modes to indulge in, which collectively have more room for balls than Monica Lewinsky's chin.

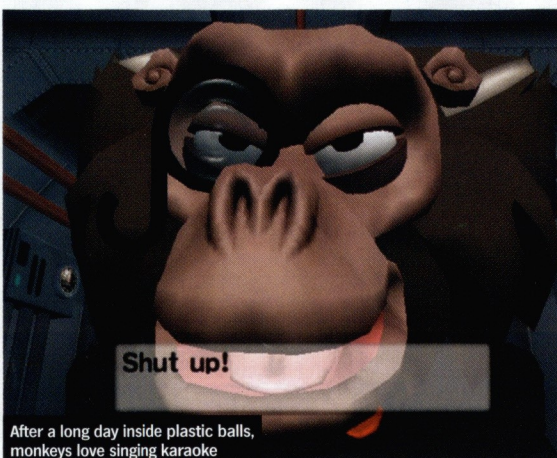
This PS2 version lives up to its "Deluxe" Monica er, moniker by packing in the 254 stages and 12 multiplayer games from both the original SMB and the subsequent GameCube sequel onto the one disc, adding a further 46 brand new stages and then enhancing the story mode to make it even more delightfully nonsensical and superfluous than ever!

Eva Braun managed to have fun with only one ball and you can too in the lengthy singleplayer story mode. You take control of main protagonist chimp AIAI (see Hey, Hey they're the Monkeys, below) and must thwart plans of the diabolically evil and appallingly named baboon, Dr. Bad-Boon.



## HEY, HEY THEY'RE THE MONKEYS

The group of George W. Bush look-a-likes (above and to the right) make up the cast of playable characters in *Super Monkey Ball Deluxe*. Their names are AIAI, MeeMee, Baby and GonGon, which collectively read aloud and in the key of C sounds a bit like a backstage warm-up for an opera singer. Each ape has their own strengths and weaknesses, which basically translates to their speed and how well they can stay on the tracks.



The overall simplicity of the game definitely extends to the cut-scene dialogue; which appears to have been written by kindergarten students and for the most part dwells upon words that rhyme with "poo" (they are monkeys after all – what else have they got to talk about?).

But the sickeningly cutesy and slightly bizarre cut-scenes are really the only story devices – this is a puzzle game after all. Each world in the story mode consists of about 20 levels that gradually increase in difficulty. You'll begin with basic 'A to B' flat paths but before too long you'll be jolting off see-sawing podiums, careening over undulating platforms and twirling down giant spirals at rapid speeds. There's no jump button, no shoot button, no sniper rifles – you can't even 'pimp your own ball'; so the challenge of *SMB* relies entirely on your timing and precision with the analogue stick and occasionally just dumb luck to reach your goal.

## BEST MATES AND PRIMATES

But the real meat of *Monkey Ball* lies in the stupidly fun multiplayer games. In the multiplayer mode you'll see more different balls than a second hand pair of Speedos, with 12 different mini games to choose from for up to four players. These range from a kart racing-style circuit mode where you can bash your opponents' balls off in the pursuit of victory, to monkey-themed versions of real ball sports such as Monkey Soccer, Monkey Golf and Monkey Billiards. Far from being shallow diversions from the main *Monkey Ball* adventure, some of the multiplayer modes offer a great deal of depth, such as the Monkey Baseball mode that allows you to play a single game or a tournament, choose from a number of stadiums and tweak the settings such as the number of innings.

But not all of the multiplayer modes hit the mark, the controls in the Monkey Boat and Monkey Dogfight modes just feel too clumsy, so it's just as well there's such a wide range of other games to fall back on. You can even

tackle the single-player puzzles with friends in a race to see who can complete them the fastest.

## BALLS OF SQUEAL

A noticeable flaw with *SMB Deluxe* not apparent in the GameCube originals is the slightly excessive loading times. Often single-player courses can be completed in less than ten seconds, so it's more disruptive than a CODEC conversation when you find yourself repeatedly staring at the loading screen. But the main gripe inherent to *Monkey Ball* games on any platform is the extremely grating high pitched squeals of the monkeys themselves. Whether they're banging off an obstacle or celebrating a completed course, for some reason their horribly annoying shrieks come at a much higher volume than the otherwise unobtrusive soundtrack. *Pity.*

But ultimately, like Dorothy on her honeymoon with the Tin Man, you're just going to have to grin and bare the squeaky balls if you want to have a good time – and there's an extremely good time to be had. It's games like this that make us thankful that SEGA hung up its hardware building tools for good and went cross-platform. *SMB Deluxe* provides an extremely pure gaming experience with an emphasis on fun, and the multiplayer mode might just be the best excuse for having friends over since *Mashed* (plus, they'll probably bring beer). Win-win! **Tristan Ogilvie**

## OFFICIAL VERDICT

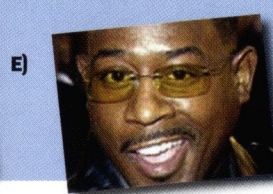
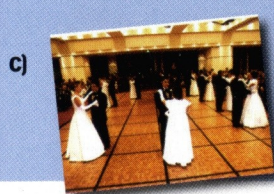
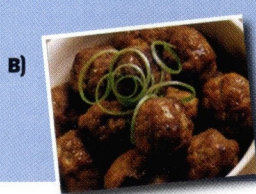
<b>Graphics</b>	<b>07</b>	Bright and colourful, slightly choppy framerate
<b>Sound</b>	<b>07</b>	High pitched monkey squeals tend to grate a bit
<b>Gameplay</b>	<b>09</b>	More fun than flinging faeces at tourists
<b>Lifespan</b>	<b>09</b>	Well over two games in one, addictive multiplayer

Simple, enjoyable game design at its finest. And its multiplayer modes is the only way you can play with your mates' balls and still look them in the eye.



## SPOT THE BALL

Balls are as old as the Earth itself, and they're a major part of our everyday lives (especially if you go to boarding school). To see if you've been paying attention, we've grabbed a handful of balls for you to try and identify (answers below).



ANSWERS: A) a tennis ball, B) some meatballs, C) a debutante ball, D) a fireball and E) a testicle.

# Play-test

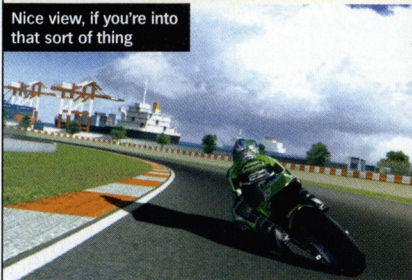
We've all got 370 pound beasts between our legs too. And we don't ride motorcycles...



He's a cowboy, on a steel horse he rides... Ah, Bon Jovi - your musical contribution is second to none



Nice view, if you're into that sort of thing



X RACING

## MOTOGP4



**TROPHY AWARD**  
WORST RACING SOUNDTRACK  
Even Michael Bolton doesn't sound this bad!

Are two wheels better than four?

### DETAILS

DISTRIBUTOR: **SONY**  
DEVELOPER: **NAMCO**  
PRICE: **\$99.95**  
PLAYERS: **1-2 (2-8 ONLINE)**  
OUT: **MAY**  
WEBSITE: **WWW.PLAYSTATION.CO.UK**  
60HZ MODE: **NO**  
WIDESCREEN: **YES**  
SURROUND SOUND: **YES**  
ONLINE: **YES**

### BACK STORY

The MotoGP is actually the FIM Road Racing World Championship Grand Prix Series, dating back to 1949 (just before Formula One kicked off). Since the beginning it's always catered for the 125 CC, 250 CC and 500 CC, but in 2002 the 990 CC was included. If only there was a 'double D' class.

### BETTER THAN

MOTOGP3

### WORSE THAN

GT4

### LAB TEST

#### What they nailed this time

The racing mechanics are top notch

#### What they need to fix

The Challenge mode needs to offer more excitement

**G**amers are spoilt when it comes to getting yearly editions of their favourite games. So when one of them fails to show after 12 months you can't help but think that something big is coming. Considering Namco's MotoGP has been off the shelf for two years now we figured thousands of trees must have been sacrificed so all the ideas could be penciled down. Ideas that would be so innovative and groundbreaking that they would create a motorcycling game unlike anything we've ever seen before. As it turns out, the new ideas could easily fit on a post it note and still leave room for "remember to buy more beer" - but it's not all bad news.

MotoGP4 is effortlessly superior to MotoGP3. The graphics look as gorgeous as a brand new DucatiGP4 and the gameplay is tighter than a pair of J-Lo's hot pants. All the best things about its predecessors have made a comeback. Both Arcade and Simulation physics are spot-on and the Classic Season and Challenge modes are back in force, just like the Wests Tigers in the NRL.

The changes to the Season mode are subtle but they're enough to keep it from feeling dated. The most notable difference is the inclusion of the 125 CC and 250 CC classes. You'll notice the little differences between classes, like how much easier cornering is with 125 CC bikes compared to the GP bikes and how much faster the GP bikes fly down the straights.

The Challenge mode has also had a tune-up. You'll still be taking on legendary racers and beating lap times, but now there are skill-based challenges where you can show off your moves. Think GT4 licence tests and you'll be on the right track. Challenges like taking a corner at a certain speed without falling off your bike or coming to a stop in a tight area are typical. It sounds easy on paper but after a few hours of biking 'Challenge 69' isn't anywhere as exciting as it sounds.

While the skill-based challenges are something new, we would have preferred some more adrenalin-pumping additions. Namco could have thrown some fun challenges in like holding a wheelie for a set distance or performing a stoppie from 200kmph. If there was a *Burnout*-style Takedown mode where you had to smash as many bikes off the road as possible then we'd really be smoking.

What is a lot more exciting than the Challenge mode is the ability to take on other hoonos online. Don't expect any slowdown either - you'll feel every bit of the single-player's speed online. You'll be able to race on all of MotoGP4's tracks, and full weather effects are also supported. You could even make a drinking game out of it if you're playing a simulation race on a wet track. If you can take a shot every time you crash and not pass out before the end of the lap, you're better men than us. We tried it and it wasn't pretty. Perhaps we shouldn't have waited until after 3am though.

Even though MotoGP4 doesn't offer anything groundbreaking, it successfully builds on what was already the PS2's best bike racer. Whether you're after an arcade racer or the ultimate simulation, you'll get your fix here. **A Paul Frew**

### OFFICIAL VERDICT

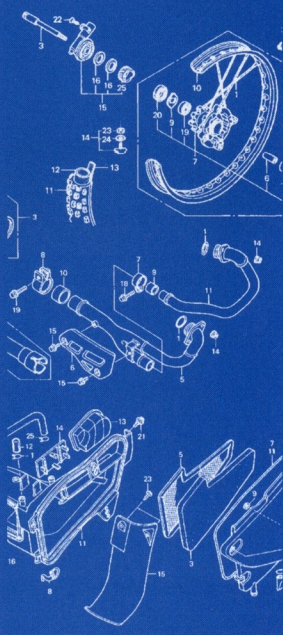
**Graphics** **09** A noticeable improvement from MotoGP3  
**Sound** **02** Why is Namco still using generic music from '80s games?  
**Gameplay** **09** The best we're likely to see this generation  
**Lifespan** **08** Plenty of challenges and unlockables

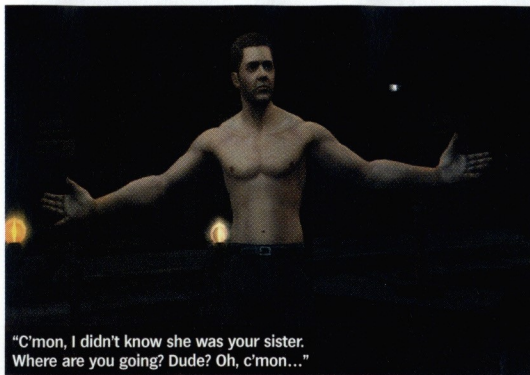
A solid racer that covers a lot of bases, but MotoGP5 will need to take it up a gear to stay in front.



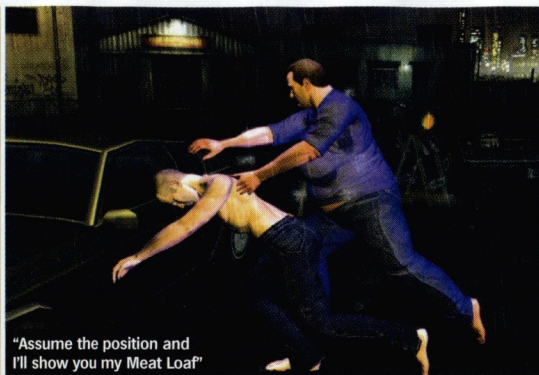
### TESTING... TESTING... ONE... TWO...

Another new feature in MotoGP4 is the option to test parts in the Season mode before installing them on your hog. You'll need to perform tests on parts like new motors and brakes. Pass the test and your coach will install the part. Fail it and you'll be stuck with the old gear. There isn't any second chance either, so make it count or you'll be struggling in the next race.

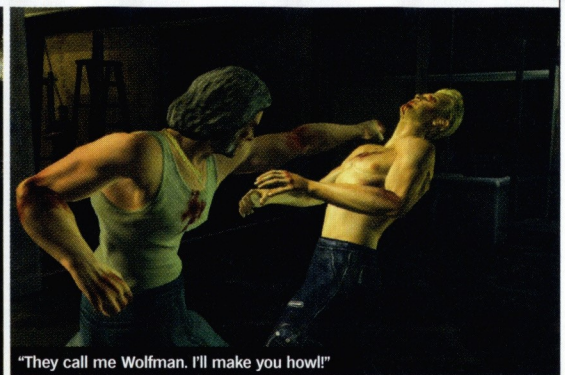




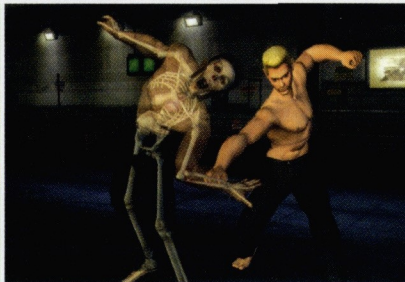
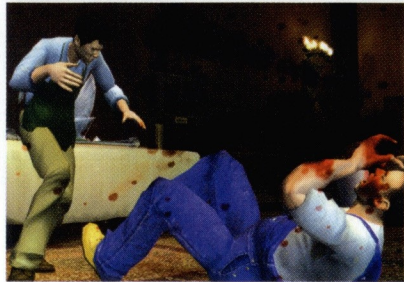
"C'mon, I didn't know she was your sister. Where are you going? Dude? Oh, c'mon..."



"Assume the position and I'll show you my Meat Loaf"



"They call me Wolfman. I'll make you howl!"



X BEAT 'EM UP

## FIGHT CLUB

Sticking feathers up your butt does not make you a chicken

### "I AM JACK'S RAGING BILE DUCT"

"I want you to hit me as hard as you can"

Based on Chuck Palahniuk's debut novel, *Fight Club* is a favourite at OPS2 Towers – the movie, not the game. If you've never seen it you're denying yourself a modern classic. A confused and unnamed insomniac meets the charismatic and energetic Tyler Durden, and together they begin an underground fight club for a generation of men raised by women. Self – improvement is masturbation, says Tyler – maybe self-destruction is the answer? As Tyler becomes a cult hero and fight club becomes something much more dangerous, the nameless protagonist descends into an out-of-control spiral. Compulsory viewing.



**T**alk about missing the point. Take *Fight Club*, a contemporary masterpiece about modern man, self-destruction and consumer culture and then... flog a videogame out of it. What's next, why not turn *Fear and Loathing In Las Vegas* into a *Crazy Taxi* clone where you speed around the strip building up your drug collection and avoiding Gary Busey?

We didn't think so.

We have just lost cabin pressure.

*Fight Club* would have been a far better game had it not tried so hard to be as cool as the film. The best thing they could've done would have been to drop the license and make a stand alone beat 'em up. The offensive Story Mode of *Fight Club* makes no sense whatsoever and would make David Fincher turn in his grave. If he were dead, that is. And he's not.

Told via the worst cut-scenes in recent memory, you travel to various locations looking for Tyler Durden, get into some totally meaningless fights, get invited to join Project Mayhem by a token extra and meet a totally blabbering Ed Norton look-alike (and we use the term look-alike extremely loosely). The problem is that in *Fight Club*, fights don't break out randomly and for no reason, joining Project Mayhem is much more complicated and Ed Norton's character doesn't behave like an eccentric evil scientist. Mercifully, the whole ordeal is over in about 25 minutes.

As a two-player or online game, it's passable if you ignore anything that vaguely reminds you of the movie, which is sometimes quite easy considering none of the major characters resemble the actors at all – Ed Norton and Brad Pitt are MIA, Marla Singer looks like a skeleton wrapped in masking tape and about the only thing Bob, the big moosie, has going for him is his bitch tits. That said, *Fight Club* isn't without its interesting touches. You can break limbs with the neat X-ray feature, rendering an

appendage useless for the rest of the fight and you can also tap-out early to avoid injuries that may force you to retire your character, which is useful online.

But perhaps the biggest slap in the face for every *Fight Club* fan is that Fred Durst is an unlockable bonus character. We wish we were at that meeting – what the hell does this clown have to do with *Fight Club*? At least it's fun to snap kick him in his limp bizkit.

In the insightful words of Tyler Durden, "It could be worse. A woman could cut off your penis while you're sleeping and toss it out the window of a moving car."

It is, however, a sliding scale. ➤ Luke Reilly

### THE RULES

The first rule of *Fight Club* is – you do not talk about *Fight Club*. The second rule of *Fight Club* is – you DO NOT talk about *Fight Club*. Third rule of *Fight Club* – someone yells stop, goes limp, taps out – the fight is over. Fourth rule – only two guys to a fight. Fifth rule – one fight at a time fellas. Sixth rule – no shirts, no shoes. Seventh rule – fights will go on as long as they have to. And the eighth and final rule – if this is your first night at *Fight Club*, you have to fight.

### OFFICIAL VERDICT

Graphics	07	Surprisingly good visuals for such a woeful game
Sound	02	Good Dust Brothers tunes, but the voice acting is crap
Gameplay	05	Decent two-player keeps things moving but it's no <i>Tekken</i>
Lifespan	02	Half an hour you'll never get back. Start a real fight instead

If you loved the movie, you'll despise it. If you've never seen the movie, you won't understand what the hell is going on. Not a beautiful and unique snowflake.



### X DETAILS

DISTRIBUTOR:	VIVENDI
DEVELOPER:	GENUINE GAMES
PRICE:	\$79.95
PLAYERS:	1-2 (ONLINE)
OUT:	NOW
WEBSITE:	WWW.FIGHTCLUBGAME.COM
60HZ MODE:	YES
WIDESCREEN:	NO
SURROUND SOUND:	NO
ONLINE:	YES

### X BACK STORY

*Fight Club* is ranked #37 on the Internet Movie Database's list of the best films of all time and is a masterpiece for our generation. Genuine Games, established in 2002, were tasked with converting it to a videogame as their debut project. That's like getting a five-year-old to trace the Mona Lisa. With crayons. With their eyes closed.

### BETTER THAN

A GRANDE-LATTE ENEMA  
WORSE THAN  
TEKKEN 5

### LAB TEST

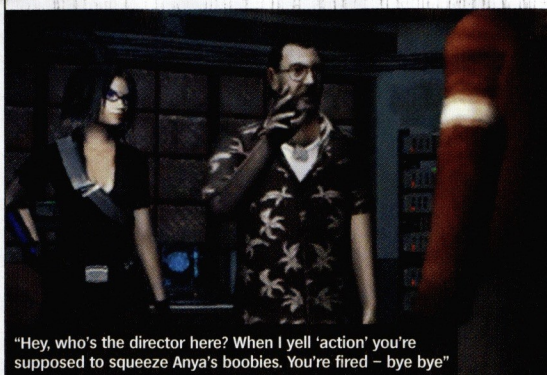
What they nailed this time

The graphics are admittedly impressive

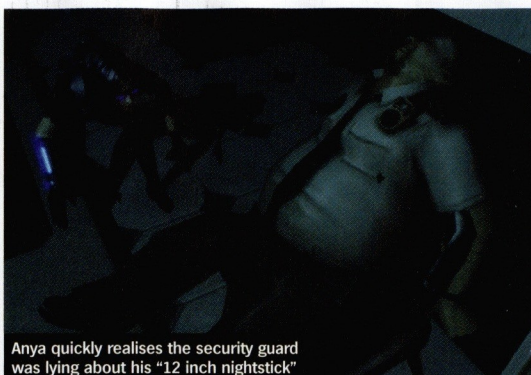
What they need to fix

Everything aside from the graphics

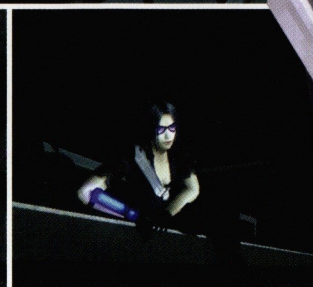
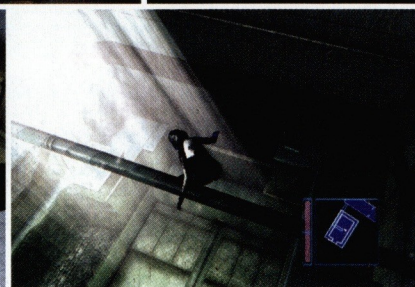
# Play-test



"Hey, who's the director here? When I yell 'action' you're supposed to squeeze Anya's boobies. You're fired - bye bye"



Anya quickly realises the security guard was lying about his "12 inch nightstick"



STEALTH

## STOLEN

It's like they made *Entrapment* into a game...

### DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: BLUE 52  
PRICE: \$99.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.STOLEN-GAME.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

### BACK STORY

*Stolen* is actually based on a comic book. To commemorate the marriage between comic book and game, Blue 52 has made a special edition comic book based around the story in the game. Hopefully the *Playboy* shoot is next.

### BETTER THAN

MISSIONS IMPOSSIBLE:  
OPERATION SURMA

### WORSE THAN

SPLINTER CELL: CHAOS THEORY

### LAB TEST

#### What they nailed this time


Anya is a babe. We want to be on her

#### What they need to fix

Hacking and safe-cracking mini games should actually be fun


These days stealth games are all about heroes. You know the ones we're talking about - the Sam Fishers, the Solid Snakes, the Sly Raccoons... We even got a chance to sneak around with *Manhunt*'s James Earl Cash. Well, we did until it got banned. You'll be glad to hear there's a new thieving, lawbreaking badass to creep through the shadows, and she also happens to be one foxy lady - which is just fine in our book.

But unlike the fox James picked up the other night, we actually caught this gal's name. Anya Romanov - she's as flexible as an Romanian gymnast, more athletic than an Iron Woman and sneakier than Naz's pyramid scam. Oh, and the moves she can do will blow your mind. There's this one move where she runs up a wall, then vaults to the next platform. Not impressed? Okay, well there's this other one where she jumps from wall to wall to get to another area. Alright, maybe her moves aren't *that* hot - but her ass sure is! You don't want to know how many times we made her crawl back and forth under a bunch of laser tripwires we found. Good times... good times...





Best of all, Anya knows the secret to spicing up any party - toys. The most unique one we saw her pull out was a sonic emitter which can be used to distract guards. By shooting the device into a nearby wall and hitting  you can create a buzzing sound that will attract the attention of any patrolling guards. Once they're distracted all you have to do is sneak up behind them and whammy! There's also a bunch of other tools that disable electronic devices, and motion detectors that display the positions of nearby guards - but they're nothing you haven't seen before. Anya is also computer literate and can hack computers if need be. Unfortunately, hacking in *Stolen* is just as dull as the real thing. Starting a hack brings up a grid of nine squares that you need to organise in a set pattern. Get it

right three times and the computer will give up its goodies faster than a drunken cheerleader.

There is a story buried under all these shenanigans and it's surprisingly original. You work for a man named Louie Palmer who is rebelling against his government. He decides that a better method of rebelling than kicking your enemy in the jewels, is stealing them. And that's where Anya comes in. She breaks into various buildings across the city and steals precious artifacts treasured by the government. There are also a couple of twists and turns towards the end that we guarantee you won't see coming.

Unfortunately, as Nick found out when he tried to claim his \$17,000 tab at Candy's Pleasure Palace on his tax return, sometimes a good story isn't enough to get you out of trouble. (Nick, if you're reading this, we hope you got the pack of cigarettes we sent and don't put up a struggle when the sisters come around - you're only making it worse for yourself.) For *Stolen* to have been a real winner it needed a little more interaction within the environment and more challenging obstacles to avoid. Skills like safe cracking and hacking could also have been made to feel much less like chores. If these gripes were fixed then *Stolen* would have been a steal.  Paul Frew

### OFFICIAL VERDICT

**Graphics**  Anya is hot but everything else just has a nice personality  
**Sound**  Nice atmosphere and effects  
**Gameplay**  Not the best use of stealth we've seen  
**Lifespan**  Game over means game over!

*Stolen* is a decent stealth game that's as sexy as Paris Hilton, but unfortunately it's just as shallow.

### LOVE CHILD



+



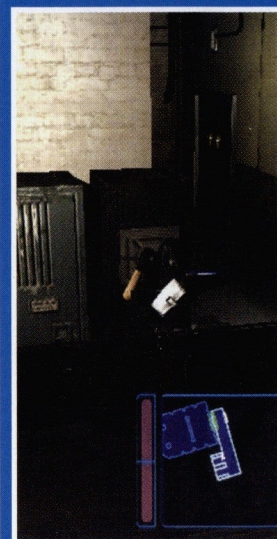
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Combine the Prince's swinging moves and Sam's shadow games and you've got *Stolen*.

### WHAT A CRACKER!

Ever cracked a safe before? Sure it looks easy in the movies but apparently it's a lot of hard work. Somehow Anya makes it look as easy as Charlize Theron did in *The Italian Job*. Just turn the dial in the appropriate direction, listening for the sound that tells you the safe's been cracked. Trust us, you'll know what it sounds like. As you progress through the game the safes will become a little more difficult, but thankfully you won't have to spend too much time on them before you grab the goods.





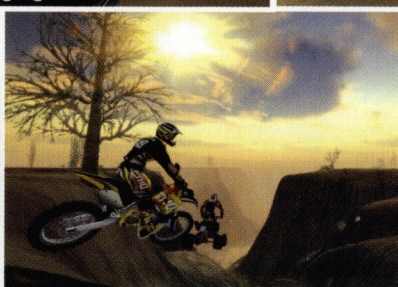
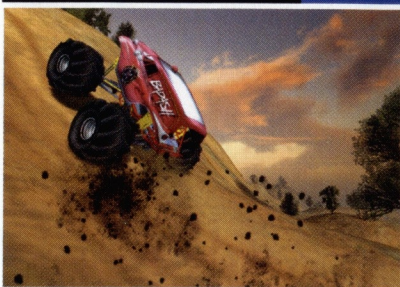
We could do this - we just do want to



"I just saw two fat, naked bikers in the woods. How am I supposed to putt with that going on?"



It's even more dangerous than it looks



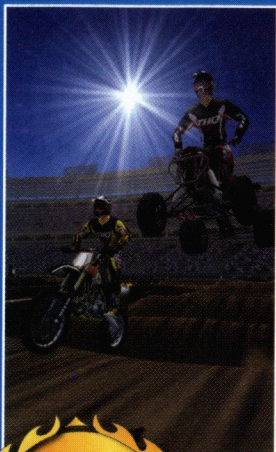
## RACING SIMULATION

# MX VS ATV UNLEASHED

Christina Aguilera is dirtier than this

## GNARLY DUDE

The create a motocross dude is back and has evolved quite a bit since *MX Unleashed*. Firstly you can now deck your rider out with official gear. So now your guy will be wearing the same stuff as your favourite motocross racer. You'll be able to modify nearly every single item of clothing your guy is wearing. The system is so deep that you could spend hours here fiddling around with combinations. The best thing is that you don't have to worry doing the laundry because of the lack of dirt in the game.



**D**irt. Sure we hate it when we're covered in it, but in games it's one of the coolest effects around. We've all seen the PS2 capabilities when it comes to creating dirt effects. *Gran Turismo 4* is probably the most impressive, but games like *Colin McRae Rally 05* and *WRC 4* are just as good at making the brown stuff look like the real thing. *MX vs ATV Unleashed*, for those who aren't familiar with the series, is the combination of the motocross series *MX* and all terrain vehicle games *ATV Offroad Fury*. You'd think that the combination of these two awesome games would have you hosing the dirt off your TV while playing it. But while it feels great, for some reason it looks like someone has come through with the Spray 'n' Wipe and removed all the soil from the game, which is seriously disappointing for a game based on a sport that's all about picking rocks out of your teeth.

The tracks in the game seem to have little dirt on them and could easily be mistaken for tarred road spray painted brown. They're dull, lifeless and definitely lacking in excitement. The tracks are also very simple and basic. Once you've done your first lap you'll know it like the back of your hand. They all seem to feature the same obstacles as well. Turn here, jump over this, rinse and repeat. There's no challenge in it - especially when you have to compete on the same track three times in a row for a championship race. In cases like this it doesn't take long before you find yourself as bored as Naz's wife in the bedroom. [That's it, Frew. You're ass is fired. Bye bye - Ed]

One thing *MX vs ATV Unleashed* has going for it is the ultra realistic physics. Every single high flying antic and bone bruising

crash looks exactly like it should. While you do end up crashing a little more than you'd like, the game never substitutes action for realism. This might be disappointing for those who are just keen to get some air and pull off some tricks but trying to do that will just leave you crashing more than *Windows XP*. But while it does get frustrating, you'll quickly learn what you need to do to avoid eating mud pie and you'll end up appreciating *MX vs ATV Unleashed's* attention to detail. This doesn't mean you can't pull off tricks though and boy, do they look sweet. While they're not really a necessity during the races, you won't be able to help yourself pulling off Supermans and Can Cans while way ahead in first place. Fortunately there's freestyle mode that's nothing but ramps and hills. This should definitely satisfy your craving for high flying shenanigans.

The unique bonus vehicles stretch it a little further - once you're done with your bike feel free to jump behind the wheel of a Monster Truck or yes, an offroad Golf Cart. There's a time in every man's life when you need one of those.

However, if the development team had spent as much time on the graphics as they did the physics then maybe *MX vs ATV Unleashed* would look like a million bucks rather than just like last year's version. **Paul Frew**

## OFFICIAL VERDICT

Graphics	04	As lacking in excitement as the film <i>Pearl Harbour</i>
Sound	09	Hard rocking beats takes your mind off the visuals
Gameplay	09	Top class and super realistic
Lifespan	06	Plenty to unlock but not much else

For a game that's all about getting messy, *MX vs ATV Unleashed* is a little too clean cut for our liking.



## DETAILS

DISTRIBUTOR:	THQ
DEVELOPER:	RAINBOW STUDIOS
PRICE:	\$79.95
PLAYERS:	1-4
OUT:	NOW
WEBSITE:	HTTP://MXVSATV.COM/
60HZ MODE:	NO
WIDESCREEN:	NO
SURROUND SOUND:	NO
ONLINE:	TBC

## BACK STORY

*Rainbow Studios* isn't a stranger to adrenaline rushing games. Besides *ATV Offroad Fury* and its sequel, it's also done *Mat Hoffman's Pro BMX 2* and the *Splashdown* games. *Rainbow* also hung out with *Anakin Skywalker* when they did *Star Wars: Racer Revenge*. The force was strong in that one.

## BETTER THAN

SPLASHDOWN 2

## WORSE THAN

MOTOGP4

## LAB TEST

### What they nailed this time

The closest thing to actually getting on to a crusty demon.

### What they need to fix

Forget the spit polish, we want something to clean off after the race.

**NAPISAN AWARD**  
Cleanest Motocross game ever!

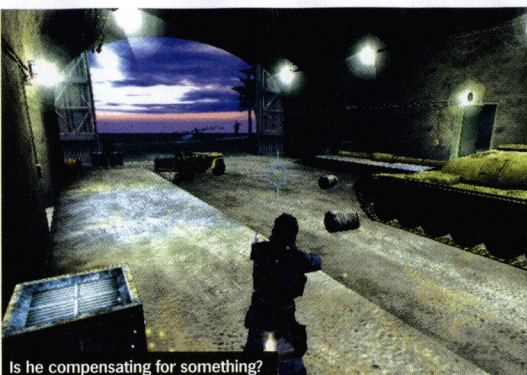
# Play-test

## FUN FACT!

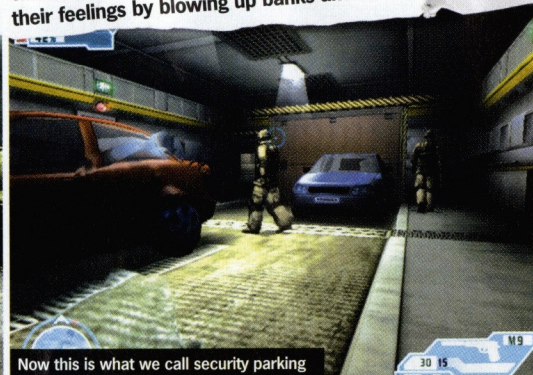
In Britain during the 1970s there was a terrorist group called The Angry Brigade. They disliked politics and expressed their feelings by blowing up banks and embassies.



"Wow, I can see my house from here. Is that Naz on top of my wife?"



Is he compensating for something?



Now this is what we call security parking



## ACTION

# CT SPECIAL FORCES: FIRE FOR EFFECT

Just like Paris Hilton – decent looking, easy to pick up and lots of fun

## DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: HIP GAMES  
PRICE: \$69.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.CTSPECIALFORCES.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

## BACK STORY

This is the first time the CT series has gone 3D. Several iterations were made for the Game Boy Advance, where it was a side-scrolling action game featuring some strategic elements.

## BETTER THAN

SWAT

## WORSE THAN

METAL GEAR SOLID 3

## LAB TEST

### What they nailed this time

Excellent controls, life-like animation, groovy gadgets

### What they need to fix

The storyline is as exciting as flour, some graphics issues

**T**errorists, what are they good for? Absolutely nothing – except blowing to smithereens or mowing down with high-powered weapons. You certainly get to do plenty of that in *CT Special Forces: Fire For Effect*, a silly but fun hybrid of just about every single decent shooter and stealth game from the past three years or so and then some.

The storyline consists of a lot of military and socio-political babble and invariably leads to missions for one of the two characters you control – Raptor, a gung-ho fella with a "shoot first, ask questions later" attitude, and Stealth Owl, who takes a more Solid Snake approach to matters. In case you were wondering, the CT in *CT Special Forces* stands for "counter-terrorist" and not the initials of failed redhead comedian Carrot Top, so naturally your goal on each level will be to defuse some nasty situation devised by enemies of democracy (most of whom strangely have American accents).

Before you can start wasting threats to Yankee freedom, you have to pass several training exercises for both Owl and Raptor. While "training" is usually a byword for "tedious and pointless" (much like "Paul" is a byword for "lightweight drinker"), here the tasks are enjoyable and really do aid in making you ready for the heat of battle. Challenges include knocking out clones with a rifle while crouching behind a protective wall and avoiding mines using night vision goggles. The controls are extremely intuitive, which only adds to its accessibility – you can literally pick up everything you need to know in a few minutes.

For this reason, the main game rarely becomes frustrating. Even when you're taking hits from half a dozen enemies at once, because the aiming system (including a zoom sight) is so accurate, you feel you only have yourself to blame. In fact, with medikits and numerous points where you can recharge your force

field (it has a more techie sounding name but that's what it is), seasoned gamers might find it a touch too easy. This problem is exacerbated by the AI's tendency to have enemies stand around conveniently placed barrels of explosive. That said, much of the various environments are destructible and the rag-doll animation of flailing bad guys is top-notch. So too is the array of gadgets available to Stealth Owl, including a magnetic grenade (see Useful Attraction) and sonar vision, which you can use not only to see through walls, but to take out objects on the other side – if you have armour-piercing bullets. Some levels will also require you to control your character in "freefall" mode – essentially wiping out terrorists while skydiving.

A few things prevent *CT Special Forces* joining the upper echelons of the genre. One is the voice acting. They say dead men tell no tales, but in this game a terrorist who has just taken half a dozen bullets and is lying in a bloody heap will calmly tell his colleagues to "fire at will!" Also, the game seems to have trouble coping with a lot of moving objects as it becomes very jerky in high-action scenes.

So while *CT Special Forces* is not about to knock *Metal Gear Solid* off its perch, its user-friendliness means you can slide right into the action without spending three frustrating hours getting the controls down pat. No frills fun. **A** Kris Ashton

## OFFICIAL VERDICT

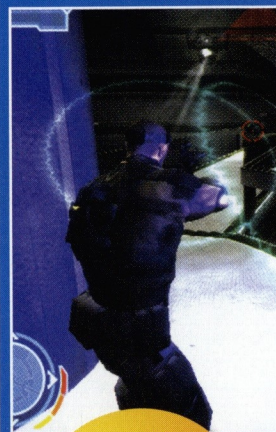
**Graphics** 07 Lifelike animation but can become jerky  
**Sound** 07 Good sound effects let down by poor voice acting  
**Gameplay** 08 Fun with a capital "F", easy to pick up  
**Lifespan** 06 Shooter pros will knock it over quickly

An enjoyable mix of stealth and gun-toting mayhem, it's one to consider if you don't have the time for another lengthy epic.



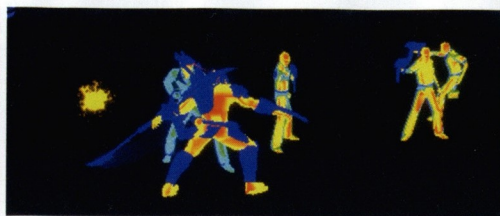
## USEFUL ATTRACTION

If you find yourself at a dead-end or under heavy fire, it might be time to put your magnetic grenade into action. Rather than mutilate enemies, when it detonates this nifty explosive creates a magnetic field that drags every metallic object within a five-metre radius towards it. This includes anything from large crates to, handily, your enemies' weapons. That's how we roll.



## HIPPIES

Hip Games are some groovy cats. The team was also behind the sassy *Stolen*, the delicious *Dog's Life* and the pleasurable *Playboy: the Mansion*. Now that's hip.



**X ACTION**

## PREDATOR: CONCRETE JUNGLE

*Should be fitted for cement shoes...*

### DETAILS

DISTRIBUTOR: VIVENDI  
DEVELOPER: EUROCOM  
PRICE: \$69.95  
PLAYERS: 1  
OUT: NOW  
WEBSITE: WWW.PREDATORCONCRETEJUNGLE.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: YES  
ONLINE: NO

**P**redator. A single word that invokes so many images. A dread-locked, invisible, eviscerating alien up against cigar chomping pre-Governator Schwarzenegger. Gattling guns used for jungle landscaping. Spinal columns removed *Mortal Kombat*-style and, of course, Jesse "The Body" Ventura. All ready to be immortalised in its first PS2 outing... right?

Wrong! Oh so very wrong. No Arnie, no jungle, not even a hint of Danny Glover or Gary Busey. Instead you are treated to a time-travelling scenario of redemption for a young Predator who must atone for previous mistakes by stealthily slaughtering his way through half of mankind.

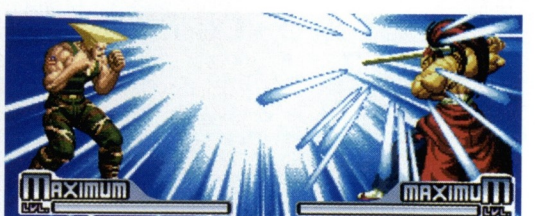
All the elements are here for a solid game, it's just that nothing is polished or flows. Your cloaking device, thermal and enhanced vision modes, honourable/dishonourable kills, and, a Predator's bread and butter, an arsenal of classic weapons (wrist-blades, hunting staff and the ever popular shoulder mounted blaster complete with infra-red targeting system) are all there. Yet each is woefully under-utilised. For most sections the cloak is merely window dressing. Switching vision

modes gives you the option for first-person targeting and shooting with no real benefit, and the variety of moves each weapon affords you is limited to say the least. Add to this a claustrophobic camera, awkward controls, ridiculous AI, and *Predator: Concrete Jungle* makes you wish you were one of the hunted rather than the hunter. **Dave Kozicki**

### OFFICIAL VERDICT

**Graphics** 04 Menus look fantastic, but that's about it  
**Sound** 05 Signature Predator sounds, dull atmosphere though  
**Gameplay** 04 Repetitive, repetitive, repetitive  
**Lifespan** 05 Plenty of missions, but would you want to play them all?

Predator's transition of from movie to game is not unlike *Star Wars IV* to *The Phantom Menace*, the spirit is there, but it's just a twisted shadow of its former glory.



**X FIGHTING**

## SVC CHAOS: SNK VS CAPCOM

*No matter how you slice it, Hadokens rock!*

### DETAILS

DISTRIBUTOR: QV SOFTWARE  
DEVELOPER: SNK PLAYMORE  
PRICE: \$49.95  
PLAYERS: 1-2  
OUT: NOW  
WEBSITE: WWW.SNKPLAYMOREUSA.COM  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

**C**rossover games have definitely been a fair slice of the 2D fighting genre since the mid '90s. Pioneered by Capcom, they gave gamers an avenue for dream matches, like pitting Kyo Kusanagi against Ryu. SNK's plunge into the genre is *SVC Chaos: SNK vs Capcom*.

Most crossover fighting games to date have featured a variety of styles or 'grooves' that can add a lot of depth and replay value to the title, yet regrettably *Chaos* only features the one SNK fighting style. Though we've come to expect it by now, the character sprites are recycled from previous *King of Fighters* games. The obvious exceptions are the Capcom characters, who are at the least interesting to see realised by different artists, even if the results are mixed. The backgrounds, while not terrible are pretty plain and don't add to the character visuals, and the options are more sparse than Nikki Webster's sex appeal.

If you're an SNK fan who has exhausted the current crop of 2D fighters on the market like James has exhausted his *Debbie Does*

*Dallas* rental card, the budget price tag means you can probably squeeze a worthwhile amount of two-player fun out of *SVC Chaos: SNK vs Capcom*. For the Capcom stalwarts though, you can't help but wonder why we still haven't got or heard about a local release for *Street Fighter III: 3rd Strike*. **Nick O'Shea**

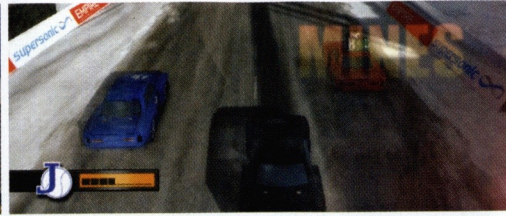
### OFFICIAL VERDICT

**Graphics** 05 You could swear they ripped them straight out of *KOF '98*  
**Sound** 06 Average tunes, grunts, groans and no remixes of classic tracks  
**Gameplay** 06 An arcade port that would have benefited from more options  
**Lifespan** 05 Definitely requires you to have some mates on hand

Not bad, but the *KOF* bundles offer better biff for your buck.



# Play-test



**RACING**

## MASHED: FULLY LOADED

*Everything except the fluffy dice*

### DETAILS

DISTRIBUTOR: RED ANT  
DEVELOPER: SUPERSONIC  
SOFTWARE  
PRICE: \$49.95  
PLAYERS: 1-4  
OUT: NOW  
WEBSITE: WWW.GETMASHED.NET  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

**M**id last year, *Mashed* rolled out of the garage. This year *Fully Loaded* rolls out, but this is not a shiny new racer. It's the result of some time in the workshop, a new paint job, a tune up under the hood and some new extras added.

*Mashed* burns up the screen with multiplayer racing action. Throw in plenty of cool tracks and weapon pickups, and you've got yourself a pot of pure multiplayer gold. All four cars race on the one screen, and as they fall behind they are knocked out of the race – making for nail-biting gaming. *Fully Loaded* adds more cars, tracks and tournaments. You'll also notice the graphics have been improved here and there but it's really minor stuff.

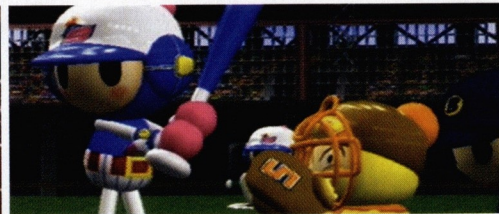
Single player mode features 60 challenges, but you really get the feeling that they exist only for the purpose of unlocking more multiplayer features. Multiplayer really puts the muscle in *Mashed's* muscle cars. Up to four players can join in with a Multi-tap to share the fast dirty action. This is an excellent party game for those who love to destroy the opposition.

If you didn't get this game the first time around, now is the perfect time to pick it up. *Fully Loaded* has everything the original *Mashed* had, plus a swag of new features at an unbelievable bargain price. But if you already own the original, then *Mashed: Fully Loaded* unfortunately just does not have enough junk in the trunk to warrant picking it up a second time around. **Daniel Marcatili**

### OFFICIAL VERDICT

**Graphics** 07 Updated, slick, but not smashing  
**Sound** 06 Forgettable music, but the effects are solid  
**Gameplay** 08 Addictive and easy to get the hang of  
**Lifespan** 08 Always good to go, especially for four

**Fantastic multiplayer fun, at a bargain price – provided you don't already own the original.**



**PARTY**

## BOMBERMAN: HARDBALL

*His balls are not only hard, but are the size of bombs*

### DETAILS

DISTRIBUTOR: UBISOFT  
DEVELOPER: HUDSON  
PRICE: \$49.95  
PLAYERS: 1-4  
OUT: MAY  
WEBSITE: WWW.UBI.COM/UK  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

**G**iven the current political climate, if this guy was real he'd be at the top of every country's list of terrorist suspects. Luckily for us, fictional characters are still exempt from legislation like the Patriot Act so we can still enjoy his games on PS2.

*Bomberman* goes way, way back. This series has appeared on nearly every console, so its classic style is instantly recognisable. In *Bomberman* up to four players run around a battlefield attempting to blow several shades of crap out of each other using a variety of explosive devices. There are five battle modes, plenty of battlefields and a choice of three styles of arenas.

This latest incarnation of *Bomberman* adds three sport games to the mix: tennis, golf and baseball. Even more surprisingly, each one of them is a fully working sports sim, complete with options on players, teams, courts, match lengths and more. Just about every choice is available. Interestingly, there is also a Life mode where you can watch your *Bomberman* play and even customise him. It's no *Sims* but it's a

nice little touch.

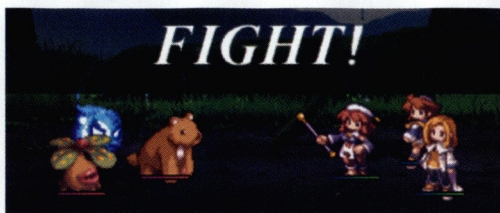
The wealth of features for the bargain price means it rates high on value for money stakes – and it'll definitely be the bomb at any party. You may not have the patience for taking turns at golf, but the frantic Battle mode will keep even the most ADD-suffering action junkie as happy as Luke in a poontang pie eating comp. **Daniel Marcatili**

### OFFICIAL VERDICT

**Graphics** 06 Cute Japanese style 3D animation  
**Sound** 05 Cheesy music, cutesy anime vocals  
**Gameplay** 06 Fast and furious, occasionally complex  
**Lifespan** 08 More modes and features than you could throw a bomb at

**A great party puzzle game that has some interesting ideas, and a tonne of features.**





**RPG**

## LA PUCELLE TACTICS

Oo La La - Tactics can be so sexy

### DETAILS

DISTRIBUTOR: THQ  
DEVELOPER: NIPPON ICHI  
PRICE: \$99.95  
PLAYERS: 1  
OUT: APRIL  
WEBSITE: WWW.LAPUCELLETACTICS.COM  
60HZ MODE: NO  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

**D**isgaea, Phantom Brave, and now *La Pucelle Tactics*. If there's anything that can be said about Nippon Ichi, it's that it likes giving us games that last. If you tried to finish this game in one sitting you'd be reported as a missing person long before you got to the end. Luckily, it's good enough that you won't care.

At its most basic level, the game plays like other turn-based tactics titles. What sets it apart, however, is the ability to "purify." Purify an enemy a few times, then defeat it in combat, and it'll join your party. This is how you build up your army.

Additionally, there are zones of dark matter on the floor of each map. These zones flow in set directions, and must be purified, but by strategically placing your characters within them, you can direct the flow of these zones. Why do this? Enemies in dark matter zones take damage if the zone is then purified (and we're talking turn-your-balls-into-mince-meat kind of damage).

The further you progress through the game, the deeper the strategy becomes, the more intricate the maps are, and the more characters there are to micro-manage. In short - the game

becomes brutally complex.

It's not easy being a demon hunter, just ask Phil. He's been hunting for someone's who's a demon in the sack for years. Fortunately *La Pucelle Tactics* is a deep and invigorating game that will keep you playing until 711 closes. **Matt Sainsbury**

### OFFICIAL VERDICT

**Graphics** 07 Dated, but still stylish  
**Sound** 06 Sugar cute enough to cause ear bleeds  
**Gameplay** 09 A deep tactics system with some neat new ideas  
**Lifespan** 10 One word: insane

Beneath the childish presentation lies a surprisingly deep adventure. Just don't plan on getting any sleep for the next few months.



**SPORTS**

## SHIN MEGAMI TENSEI: LUCIFER'S CALL

Heed the seductive call of Lucifer

### DETAILS

DISTRIBUTOR: UBISOFT  
DEVELOPER: ATLUS  
PRICE: \$79.95  
PLAYERS: 1  
OUT: JUNE  
WEBSITE: WWW.ATLUS.COM/SMT/  
60HZ MODE: YES  
WIDESCREEN: NO  
SURROUND SOUND: NO  
ONLINE: NO

**L**adies and gentlemen, the humble RPG has grown up. Gone are the happy monkeys, chirping birdies and hermaphrodites like Tidus from *Final Fantasy X*. In come horrific demons and a post-apocalyptic Japan that is eerie, to say the least. *Shin Megami Tensei: Lucifer's Call* is *Final Fantasy* meets Tim Burton. It's *Alice in Wonderland* meets *Devil May Cry*. It's...well you get the picture.

At the core of the game is a wonderful turn-based combat system that rewards smart team management. Scoring critical hits or using attacks that oppose the enemy's element (the standard 'lighting beats water' deal) will grant you extra attacks to deal out even more damage. Miss the enemy, or hit it with the wrong element, and you'll lose attacks and receive serious pain in return.

Though this leads to some trial-and-error gameplay as you try and figure out what new enemies belong in each area, it's also a system that rewards clever character development. Being able to recruit any enemy into your team and being able to merge two creatures together

to form a new species also provides plenty of variety.

It's harder than hell at times, but *Lucifer's Call* is a compelling entry into a stale genre. Dark, brooding, and with some awesome production values, it's just what the doctor ordered to tide us over until *Final Fantasy XII*. **Matt Sainsbury**

### OFFICIAL VERDICT

**Graphics** 08 Dark and brooding, anime style  
**Sound** 08 Dark and brooding, hard rock and metal style  
**Gameplay** 09 Turn-based RPGs have never played so well  
**Lifespan** 09 It's hard, hard, hard, but the rewards are equal

This is the only RPG you'll need for a long time to come... or at least until *Final Fantasy XII* comes out.





# PSP-play

## INFO

### Colour your world

One nice little unexpected feature of the PSP is that the background colour of the main screen changes from month to month (this took some owners by surprise!). Here's what we know about the PSP's colour changes:

- Orange :: December 2004: Orange
- Light Blue :: January 2005: Light Blue
- Yellow :: February 2005: Yellow
- Green :: March 2005: Green
- Pink :: April 2005: Pink
- Dark Green :: May 2005: Dark Green
- Purple :: June 2005: Purple
- Aqua :: July 2005: Aqua
- Sky Blue :: August 2005: Sky Blue
- Violet :: September 2005: Violet
- Gold :: October 2005: Gold
- Light Brown :: November 2005: Light Brown
- Red :: December 2005: Red

## US Top 10

Just in case you were wondering, here's the top 10 sales chart after the first week of PSP sales in America. F#@% yeah!

- 1 Twisted Metal: Head-On
- 2 Need For Speed Underground: Rivals
- 3 Untold Legends: Brotherhood Of The Blade
- 4 Metal Gear Acid
- 5 Wipeout Pure
- 6 Lumines
- 7 Tony Hawk's Underground 2 Remix
- 8 Ridge Racer
- 9 Ape Escape: On The Loose
- 10 NBA

### Play that funky music Wipeout

Wipeout games have always been noted for their in-game music and it looks like *Wipeout Pure* will be no exception. The game features 20 new and exclusive tracks from a variety of artists, bands and genres:

- Rennie Pilgrem & Roxiller - Bug
- Ming + FS - Hellion
- Paul Hartnoll - Boot Up
- DrumAttic Twins - TWISTER
- Plump DJs - Black Jack 3
- Photek - C Note
- Aphex Twin - Naks Acid
- Friendly - We Got Juice
- Elite Force - Cross The Line
- Themroc - Mean Red
- Cosmos - Kinection
- LFO - Flu-Shot
- T Power - The System
- Jay Tripwire - Room 2
- Stanton Warriors - Night Mover
- Tiesto - Goldrush
- Cold Storage - Onyx
- Tayo Meets Acid Rockers Uptown - Crafty Youth
- Fred Nasty - Grand Theft
- Royksopp - Curves

After its launch 40 more tracks will be available as free downloads from [www.wipeoutpure.com](http://www.wipeoutpure.com). Sweet!

## PSP NEWS

Everything that's happening in the world of PSP

### Life sure is Viewtiful on PSP

Reports are just in about a *Viewtiful Joe* title for the PSP. Expected to be more of a fight game than an action/platformer, characters will include Sylvia, Arastol, Joe, Captain Blue and two new cast members: Sprocket (a girl who scares people with her facial expressions) and Captain Blue Junior (no prizes for guessing what he's about). The story is that the characters are fighting for a starring role in the Captain Blue movie. Not much has been revealed about the game but Capcom will be sticking with the first two games' movie-inspired play mechanics. V Points can be gathered for energy and there is a mysterious 'Fever Chance' system that we assume is some kind of power-up/combo gauge. Though we could be wrong - after all, not many games are as unpredictable (or as Viewtiful) as *Viewtiful Joe*.



### It's official: the PSP rocks

Just a quick note: during its first week on sale in North America, the PSP trounced the first-week figures of any other comparable console, selling more than half a million PSP Value Packs in its first two days and generating over US\$150 million in sales.

Add to this the PSP's strong performance in Japan - over a million units sold, for a total of around 1.7 million worldwide and still climbing - and it's clear that the PSP is rapidly finding favour with gamers of all stripes.

### PSP invaded

Taito has released a *Space Invaders* disc for the PSP and it's selling for a budget price over in the US and Japan. They'd better release it here!



### PSP online in Korea

A fully online-ready PSP launched in Korea on May 2. The PSPs on sale there come with a software disc that

enables the PSP to connect to the web wirelessly or via its USB port and browse the web, download music and video on demand. Korea, with its massive broadband infrastructure and high rate of online connection, is the ideal test market for these services, which will be rolled out in other territories in due course.



### It's evolution, baby!

Not that we want to jump the gun or anything, but in a recent interview Sony Computer Entertainment America's Jack Tretton voiced some interesting thoughts about where the PSP may be headed.

"If PSP is going to be the Walkman of the 21st century, then... there could be multiple versions of the PSP. These are still very much in the think tank mode right now, but it's not like the evolution of the PSP is a science fiction thing that you can't envision."

Specifically, Tretton hinted that other Sony companies might become involved even though there was "nothing at this time" he could mention specifically.

So what does this mean? At the moment, not much. But if the PSP continues to win the hearts and minds of consumers we can perhaps look forward to seeing PDA functionality, full-blown web browsers, cameras and other peripherals/functionality being added to what's already our favourite portable game console.





**X PUZZLE**

## ARCHER MACLEAN'S MERCURY

*Time to smash those thermometers*

**A**rcher Maclean is best known for his pool games but *Mercury* may well be his best work yet. His team clearly has a good handle on physics, fluid dynamics, rolling resistance and level design. They also make some deviously addictive puzzles. *Mercury* gives you command of a blob of, er, mercury, which you have to roll around a series of mazes. For those who don't know, mercury is a bitch to manoeuvre and is about as easy as convincing Naz to watch *Princess Diaries 2*. The objective is to get it from point A to point B and trip a switch. This starts off simple, of course, but you'll soon be dealing with levers, ramps, teleporters

and elevators. Then there are the colour-coded gates and switches that often require you to split your blob into several pieces so you can combine colours and open up new paths. Later levels can be fiendish in their complexity and it'll take some quick thinking and a steady hand to negotiate them successfully. It's a slow loader but apart from this niggle we can't wait to guide this baby into our PSP when it comes out. **MB**

### DETAILS

PLAYERS: 1-2  
DISTRIBUTOR: QVS  
DEVELOPER: IGNITION



**X STRATEGY**

## METAL GEAR ACID

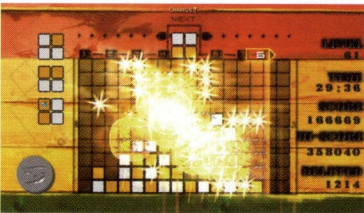
*Who's up for a game of cards?*

**I**t's a brave move, to take one of the PlayStation's best-loved stealth-action franchises and turn it into a portable card battle game, but that's what Konami has done. *Metal Gear Acid* has strongly divided critical opinion; typically, action fans hate it while card/strategy fans are embracing the new direction. MGA sees Snake called in to rescue an important hostage from a group of terrorists whose identities and motives remain mysterious. Play proceeds by playing your cards from your 'hand' of six, which may allow you to move, fight, take actions or play extra cards. This is nothing like the rhythm of any previous *Metal Gear* game and it's hard to say whether it's going to float your boat or

not. There are a number of oddities and exceptions to the rules of engagement and though we all understand the nature of turn-based games, it's still jarring to watch Snake ignore an enemy pumping a clip of ammo into the back of his head just because it's not his turn to act just yet. To be honest, we're undecided about this one – we'll have to hold off our final judgment until we've had a chance to sit down and play it more fully. **MB**

### DETAILS

PLAYERS: 1  
DISTRIBUTOR: ATARI  
DEVELOPER: KONAMI



**X PUZZLE**

## LUMINES

*Rock your block off*

**O**kay, pop quiz: what do *Sega Rally Championship*, *Space Channel 5* and *Rez* have in common? Answer: producer Tetsuya Mizuguchi. Mizuguchi. Formerly of SEGA, Mizuguchi is becoming known for his unique games that blend music and graphics into a seamless gameplay experience, and *Lumines* is no exception. It may look like a falling block puzzle game and in essence it is. Square blocks, made up of a 2x2 grid of various colours, must be dropped down onto the play area to form 2x2 blocks of matching colours. These blocks are eliminated when a light beam sweeps across the screen, so timing is as important as block-matching. That in itself

is the basis for a great puzzle game. But what makes this game special is the music. As in *Rez*, each action in the game creates its own sound so playing the game is as much a musical performance as a puzzle. Paying attention to the music also helps you develop a rhythm as you play and you'll soon be building blocks with abandon. Add in WiFi play and open-ended gameplay and you've got a title that will keep you playing for weeks if not months. **MB**

### DETAILS

PLAYERS: 1  
DISTRIBUTOR: UBISOFT  
DEVELOPER: QB



**X SPORTS**

## HOT SHOTS GOLF

*But there's no sign of Charlie Sheen*

**M**inna no Golf (*Hot Shots Golf* in the US and, presumably, here as well) is one of those games that grows on you. In the sense that, unless you're a complete dunce, you'll keep on getting better and better as you play. It uses the simple swing mechanic from previous versions of the game and has an engaging cast of cute-looking characters to keep you entertained. But make no mistake, just because it's approachable and attractive doesn't mean it's not a quality golf game. Speaking of which, OPS2 handed our Japanese version to a spouse [who wanted to know what the fuss was all about] with no instruction

and little expectation that she'd be able to make tee off, let alone get a hole in one. When we returned, half an hour later, she not only birdied her first hole but she refused to hand the PSP back. Fantastic. So while we haven't played the game very much, we can report that it's very easy to play, extremely addictive and may cause you to lose your PSP to your significant other for hours at a time... **MB**

### DETAILS

PLAYERS: 1-8  
DISTRIBUTOR: SONY  
DEVELOPER: SONY

## JUST FOR KIDS

A kid's section wouldn't be much without a crazy new toy, and this is definitely the craziest toy we've seen in a while. The Darth Tater from Hasbro has been guarding the OPS2 desks for a few weeks now. We know it's designed for infants, but that doesn't really bother us. Let us assure you, a potato dressed up as one of the biggest villains of all time can

become a major talking point with visitors. His potato body comes with helmet, nose, cape, shoes, teeth, face-plate, tongue, eyes, two ears and two arms – one of which is gripping a lightsabre. Mr Potato Head is one of history's most successful toys – although you used to only get his features and you had to supply your own spud.

If only we had it last month – we could've put him on the cover!

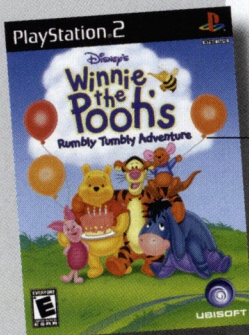


## KIDS CORNER

Winnie the Pooh's Rumbly Tumbly Adventure brings players to the One Hundred Acre Wood forest, where they'll need to help Winnie and his friends search for honey. With an easy-to-use adventure system, the game will also include all of the most famous Pooh characters like Tigger, Piglet, Eeyore, and Winnie the Pooh and an exclusive character from Disney's new Winnie the Pooh movie: Lumpy. Who says all videogames are too violent?

Rated: G

Price: \$49.95



They used to be the Mighty Morphin' Power Rangers – but they're still just as annoying. That said, they're still a favourite amongst the younger set. The mad scientist Mesagog has plans to send the world back into the age of dinosaurs. Through the power of the Dino Gems, three students are transformed into the Dino Thunder Power Rangers. The mission is to stop

Mesagog and his Tyrannodrones by utilizing the Dino Zords, powerful creatures which are part dinosaur and part machine and are controlled by the Dino Gems. We're already confused – we don't know how you guys follow this stuff!

Rated: G8+

Price: \$49.95



**X ACTION-ADVENTURE**

## Brave: The Search for Spirit Dancer

**HANDS-ON**

PLAYERS: 1-2

RELEASE DATE: MAY

*Fortune should favour the brave*

**W**e've seen bits and pieces of Native American spirituality in videogames (Nightwolf from the *Mortal Kombat* series comes to mind) but this action-adventure title might well be the first to use it to power an entire game. Why this idea hasn't been plundered more thoroughly before is a mystery, what, with cool stuff like respect for Mother Earth, belief in good and evil spirits and, er, smoke-induced visions...

You'll guide Brave, a young Native American on a quest to become both a powerful Shaman and a great warrior. To do so he must learn a range of skills such as creating fire, using weaponry, being able to see spirits and loads more. His way is fraught with plenty of danger, too, with bears, wolves and legendary monsters such as The Wendigo and

Sasquatch. As you'd expect, all of these creatures are very interested in taking a chunk or two out of our young hero.

If you're expecting just another "collect the coins and kill the bad guys" kiddie romp, you're wrong – Brave will feature unique challenges, some which will test your fighting abilities but others, like spearing a fish, that'll test your patience and accuracy. It also does away with the usual cheeseball adventure soundtrack and opts for the sounds of nature – or an orchestral score if things are getting a bit hairy.

Cute and quite original, Brave could be quite a hit. It looks like you ought to give Brave a chance – or else you might find an energy arrow sticking out of your chest, Kimosabe... **Kris Ashton**



**X PLATFORMER**

## MADAGASCAR

**HANDS-ON**

PLAYERS: 1

RELEASE DATE: JUNE

*Out of Africa – or back to Africa. Oh, whatever...*

**W**hy were we not surprised when we heard about a game based on the DreamWorks film *Madagascar*? Probably because 99% of animated movies are turned into games at some point we guess.

Following the plot of the film, *Madagascar* is the tale of a band of four animals from the New York Zoo who escape, only to wind up as prisoners en route to the Island of Madagascar. After a lifetime of free food and shelter, you can imagine they're a little out of their league when it comes to living in the wild.

You'll begin the game as Marty the Zebra for a short tutorial level, shortly after which you'll switch to Alex the Lion. Gloria the Hippo and Melman the Giraffe will also be playable characters. Each character

will have their own unique abilities, and each level is structured to best suit the capabilities of each animal. Marty can kick and buck, Alex can double-jump, Melman can fling lemuris through the sky with his neck – you know, the usual.

Spread across the map we also noted a variety of mini-games that you'll be able to purchase, along with a bunch of other extras.

Underneath the film license, *Madagascar* looks like little more than a regular platformer. Ben Stiller, Chris Rock, David Schwimmer and Jada Pinkett Smith, the vocal talent behind the movie, are all absent – but kids won't care. It's looking a little unoriginal but it should be plenty of fun for the young and undemanding. **Luke Reilly**

# OLD SCHOOL COOL



## 20 SONIC CLASSICS IN 1

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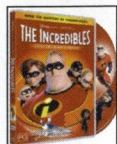
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## THE INCREDIBLES

**Director:** Brad Bird **Starring:** Craig T. Nelson, Holly Hunter, Samuel L. Jackson  
**Rating:** PG **Out:** Now



**FILM:** You already know how good *The Incredibles* is, don't you? If you've haven't seen it yet, then you've been missing out. It takes Pixar's amazing computer animation skills

to new levels and combines them with a more grown-up storyline and intense action sequences.

The basic storyline is that after being forced into retirement, Mr Incredible is offered the opportunity to become a hero one more time. But unfortunately it turns out to be a conniving trap and it will take not only Mr Incredible, but his entire family to get out of this one. **8/10**

**EXTRAS:** The second disc is packed with wonderfully geeky extras, starting with a fun short film called "Jack-Jack Attack" which reveals what happens during the movie when we're not

watching. A few interesting deleted scenes are shown in early sketch form, with writer/director Brad Bird discussing the reasoning behind them being cut out, and well over an hour's worth of behind-the-scenes documentaries explain every single aspect of making the movie, as well as showing Mr Bird to be a bit of a hyperactive lunatic. There's a fun

'Top Secret' section which includes a fake old TV cartoon based on Mr Incredible's adventures (plus commentary), as well as detailed files on (and interviews with) every superhero mentioned in the movie. It's a stupidly comprehensive package that expands on both the movie itself and the world featured within it. Don't miss this one. **10/10**

**VERDICT:** This is exactly what all superhero films – and their DVDs – should be like. KA

### RED ALERT

The sound effect used for Syndrome's "Zero-Point" energy beam was also used in *Command and Conquer: Red Alert*.



"Uh, Luke... When we said we wanted to play *Snake Eater* we didn't mean that"

"Come on, take off the lead vest"

## CLERKS: COLLECTOR'S EDITION

**Director:** Kevin Smith **Starring:** Brian O'Halloran, Jeff Anderson, Kevin Smith, Jason Mewes **Rating:** R **Out:** Now

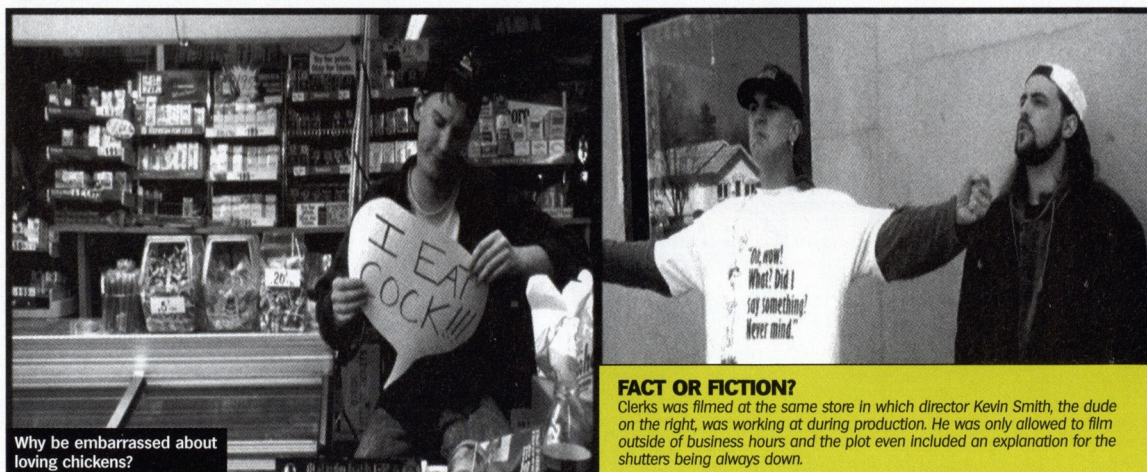


**FILM:** Said to be loosely based on Dante's "The Divine Comedy", Kevin Smith's amateurish black and white film is over a decade old now. To

commemorate, Miramax has released this special Collector's Edition.

In case you've forgotten who Kevin Smith is, he's the non-vocal half of Jay and Silent Bob, and this movie is a day in the life of a disenchanted 22-year-old convenience store clerk named Dante.

The day begins with Dante being called into work on his day off, setting into motion nine mini-episodes involving his best friend – video store clerk Randal – his orally adept girlfriend Veronica, and a motley cast of friends, enemies, acquaintances and customers. Even though *Clerks* is probably the most famous low-budget film you'll



Why be embarrassed about loving chickens?

### FACT OR FICTION?

*Clerks* was filmed at the same store in which director Kevin Smith, the dude on the right, was working at during production. He was only allowed to film outside of business hours and the plot even included an explanation for the shutters being always down.

ever see, with seriously borderline "acting", the low-rent vibe is actually one of its biggest endearments. The characters are complete slackers, their jobs suck, their lives seem

pointless and they're too lazy to make anything better for themselves – just like normal people. **10/10**  
**EXTRAS:** The extras include trailers, an alternate ending, about 10 deleted

scenes, a music video and Kevin Smith's commentary. **7/10**

**VERDICT:** One of the best no-budget films ever made that kicked off a killer franchise. KA

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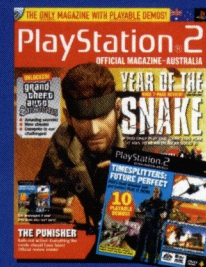
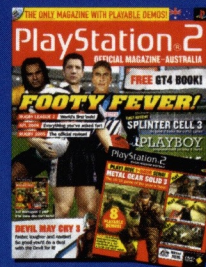
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Re-boot

# Splinter Cell: Chaos Theory

There's a right way and a wrong way to knee a terrorist in the balls. You wouldn't want to do it wrong, would you?



Is playing "hide the banana" in *Super Monkey Ball* getting a little old? We thought so, that's why we've whipped up this *Splinter Cell: Chaos Theory* guide for y'all to have a gander at.

Read the Basic Training to get some pointers on how to play, then let the Walkthrough clue you in on the tougher parts of each level. Go get 'em, soldier!

JAMES ELLIS  
Tips Editor

## BASIC TRAINING

### ATTENTION!

Soldier you will stick to the following principles if you want saving the day from insidious megalomaniacs to be a walk in the proverbial Chinese herb garden! NO EXCUSES!

### STEALTH OVER FORCE:

You're not in the damn army corp. You're a hi-tech mofo ninja with limited assault abilities. Your best bet is to avoid confrontation – or at the very least – silently dispatch your enemies before they know you're there. To remain hidden, watch your light meter like a hawk, learn to press up against walls using L3 (it'll often keep you out of the way of patrolling guards), ambush enemies by pressing up against doorways, and keep under the ambient noise level (see your noise meter) whenever possible. Also remember that grabbing an enemy from behind is silent, meaning you can get away with it when other enemies are close by. Sneaking up on them in noisy environments is easier still.

### UP CLOSE AND PERSONAL:

Your SC20K isn't as accurate when zoomed in if it doesn't have the sniper attachment equipped. Close kills are the safer bet. They also open up more interrogation opportunities.

### KNOW THY POSITION:

Want to know how big a level is? Perhaps where you've got to go for your next objective? Bring up the map and have a gander. Get used to checking it often as there's nothing worse than backtracking in the wrong direction.

## PUNTA BLANCO Lighthouse – PERU

### CAVES

Scramble up the rocks till you get to a bridge with a couple of stale-smelling grunts. Hop into the water and grab the first one when he gets close. Whistle to lure the second into your grasp. Continue around and take out the guard brushing up on his lead pumping and Lambert will give you an Opportunity Objective. Scan the crate in that room with your EVV (there are five crates in total, with a second crate just around the corner ahead). You'll hear a poor screaming Morgenholt being turned into a piece of KFC, but you can't help him. Hide behind the crate near the drain and take out the first guard who leaves the room. Silently sneak up on the other and interrogate him before entering the fortress.

### FORTRESS

Cut your way into the adjacent tent and interrogate the bearded schmuck. Fire a sticky camera into the next room ahead and make sure you don't run into the patrolling guard. Instead, sneak in when it's safe and KO him. Move into the next area and into the tent to your right to find another crate (3/5). Sneak through the gate ahead and follow the two soldiers out of the area. Wait till one doubles back then knockout the other. Keep going and pick the next lock you come to. The two barge arses in here are waiting to be snuck past. Pop up the stairs now to find a technician with his back to you – and a crate (4/4). Access the computer.

### Lighthouse

You'll be able to scan the final crate (5/5) from where you spawn with your EEV. Take out or sneak past the two guards. Skip down the stairs and take out yet another grunt. You'll soon come to the lighthouse. Use your OCP on the light ahead when the guard is near, then take him out. Enter the lighthouse, take out the bloke on the radio before shooting it, and head up to the top. One more guard to go. The secret to doing this last bit smoothly is to be high on the ladder and to make your move for the lighthouse switch when the guard has just moved past you on the right, directly after the low light has past over your head. Once the light is off, take care of the guard and call for extraction. Note you can use the break in the railing to hang down from the platform before pulling him over the edge.

## CARGO SHIP: PACIFIC OCEAN

### LOWER DECKS

You want to dodge these first two grunts. Wait for the second bloke to appear, then take the stairs he came up. It's darker at the bottom than it seems. When they start chatting away, sneak through the doorway. Move around and K.O. the sleeping guard for safety's sake then head into the cargo hold. You'll pick up an Opportunity Objective here! Move through the gap to spot a crate begging to be tagged with a tracking device. Go past the water-stressed door, knockout the civilian in the adjacent room, and enter the nearby crawl space. As soon as you get back on your feet get ready to take out a guard patrolling the gantry with an airfoil or by choking him from the pipe above. The guy below is easy pickings now. Activate the pumps. When you hit the next long corridor move into the first room on your right to find the bill of lading. A couple of guards will start patrolling the corridor. Use a sticky camera to keep your eyes on them and take care of them however you please, though you may need to use a flash grenade if they bunch up (you could always take the stealth approach by ducking down the gap a few feet on and scooting along under the gantry). No firing in the engine room! Keep out of the light (jump over the pipes) and use your OCP to distract the guards. Move up the gantries.

### UPPER DECKS

Pop up the stairs and take the door on the left, ducking into the immediate crawl space. When you emerge, stay hidden and use your EEV on the room's computer. Continue on till you get outside – tag the adjacent crate (2/6). Move through the next door into Deck B. You'll soon hear a couple of guards chatting away. Quietly enter the room, and while remaining in the shadows, sneak to the opposite doorway and K.O. the civilian walking around. Go back to the room with the stationary guard and take him down with an airfoil. Move into the dark hallway next to him, take out the guard, and place another tracker on a crate (3/6). Now take the other passage out of the room and you'll find some stairs (ignore the two guards talking about coffee) and get up to the bridge.

### THE BRIDGE

Another crate (4/6). Continue on and take out the patrolling guard down the doorway to your right. Note how you can squeeze past the crates besides you – you'll be coming back this way

later – but for now move on. Take out the sleeping man in the room to your left and ascend the stairs ahead. When the captain starts giving directions to his mate, grab and interrogate him without the mate spotting you. Now head back down the crate-blocked passage that leads to the captain's quarters. Throw a flash grenade in the room and take out the two Euro thugs and Lacerda. Too easy. Now head back to the bridge and go through the other door. It's crate taggin' time (5/6), but watch out for the guard on the gantry above! Move around to the rear of the ship and take out the two grunts below. The final crate is down there as well (6/6).

## THE BANK – PANAMA CITY

### NORTH WING

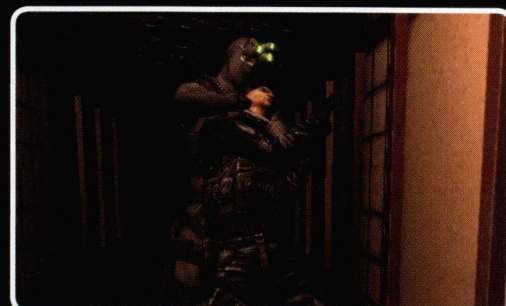
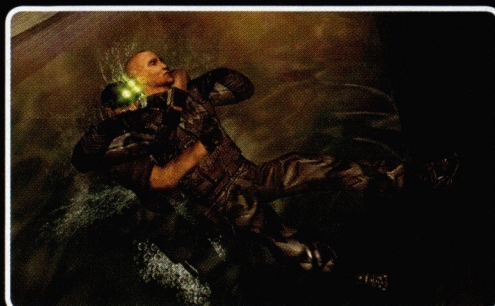
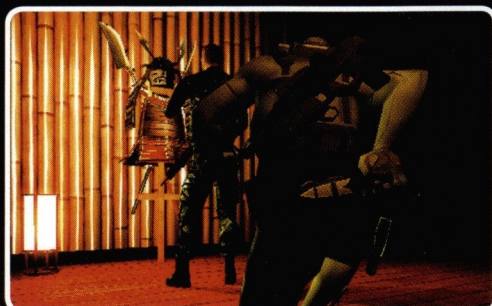
Get into the bank via the front door (the fastest) or by taking the right passageway that leads to the roof (watch for the camera on the way) and climb down amongst the lasers (use your OCP to create a passage to the computer).

### EAST WING

OCP the light to dodge the camera, then use your EEV from outside the window to hack the computer in the adjacent room. You'll score the code to the main security door (2306). Use a sticky camera before ascending the next flight of stairs, take out the guard, and upload a dodgy email onto the adjacent computer. Get through the next laser-guarded room (carry or follow the guard) and you'll find the main security booth. Creep round the back, use the code (2306) then hack the terminal without alerting the guards to implant another email and disable surveillance. Sneak over to the other terminal and delete the camera archives then hit the security authorisation switch near the door. Hack your way into the head honcho's room, implant the dodgy email, and hit another authorisation switch. Head to the West Wing.



### WEST WING

The first door on your right leads outside. Don't take it yet. KO the nearby guard (don't shoot the lights in this area or you'll cause an alarm) and head into the treasurer's room ahead (8645). Hit the access switch and upload the email (4/8). Exit the way you came and move down the hallway. Silently hack and open the door to the room with the two guards inside and hack the computer (5/8). Grab the equipment from safe 1024 and



## WEAPONS

### SC-20K:

This is your main weapon throughout the game. It fires automatically and semi-automatically depending on how the right trigger is depressed. It's got a built in zoom, but it's no longer as accurate as it was in past games to encourage gamers to get closer to their targets. Depending on the mission and preset loadout options, you'll be able to equip various attachments. You always have the launcher attachment, but you'll be able to choose between the fore-grip, sniper, and shotgun attachments later on. To alternate between these augmentations, equip your weapon with  then tap .

### FORE-GRIP ATTACHMENT:

Your aim will be a lot steadier with this attachment as it minimizes recoil and bolters accuracy.


### SNIPER ATTACHMENT:

A superior zoom coupled with armour-busting ammo. It's not silenced, though.

### SHOTGUN ATTACHMENT:

Fire shotgun shells that blow enemies off their feet.

### STICKY CAMERA:

This new version of the sticky camera encapsulates all the features of the old diversion camera as well. You can also tap back into it by pressing  on the directional pad provided you're in range and it hasn't been destroyed (note that deploying the gas destroys the camera).

### GAS GRENADE:

Provided they're not wearing gas masks, these babies can knock enemies right out.

### RING AIRFOILS AND STICKY SHOCKERS:

These two non-lethal projectiles should be used wisely if you want to avoid having to kill guards and ruin your chance at a 100% rating. Airfoils knock out guards if you hit them in the upper body or head, while the superior shockers only need to make contact with their target. They can also conduct their knockout power through small bodies of water.

### 5-7 PISTOL:

This is your weapon when hanging from pipes, or using enemies as human shields. Use up this weapons ammo when shooting out lights, but use the OCP as often as you can. The OCP can disrupt most electrical objects for a few moments, causing safe distractions for guards.

### GRENADES:

The frag grenade kills, the flash grenade temporarily blinds. Both are good against a room full of multiple foes. The smoke grenade allows you to stump enemy vision by providing you with a smokescreen. Use it when entering into dangerous rooms populated with enemies.



access the computer. Go down to the vault and use the telemetric lock (freeze your picking when the red light is on, then resume when it goes off). Blow the door, plant an email (6/8), open the vault and wallah. Backtrack to the West Wing's first door (the one with the exit sign) to get to the extraction point (take out the two guards near extraction in the dark corridor that leads into the open area). Don't worry about the outstanding emails – the objective gets cancelled anyway.

## PENTHOUSE - MANHATTAN

### ABANDONED BUILDING

Use a distraction to get past the first trooper and climb the nearby ladder. Shimmy along, drop down onto the rope and you should land on the truck. Sneak past the next guard into the building and knockout the trooper working on the lift. Climb on top of the lift and take the ladder. When you're at the top, listen for the guard's footsteps outside the lift to grow faint, then move out and knock him out. Sneak past the guards up top, and OCP the sign near the zip line from the rear. When no one is watching, zip line from the corner of the building.

### ZHERKEZHI'S PAD

From now on you'll be dealing with grunts – fifth freedom. Interrogate the first grunt you see then jump in the crawl space ahead. Take out the brute patrolling nearby (not in view of the IR camera) then tap the camera (1/6). Climb the pipe and dispatch the two guards before tapping the camera (2/6). Another camera is around the corner (3/6); hit it with the OCP right before doing a quick tap. K.O. the grunt and tap the camera in the next room (4/6) then head upstairs to the bedroom. Use your EEV to avoid the camera (5/6) and access the computer in the room to get the dirt on Zherkezhi then nip into the surveillance den nearby to access another computer. Continue to the hallway with the fluoro bulb and press up behind the door – when the guard moves through – grab him. A guard and the final camera (6/6) are outside the next door. Head back to the first camera you tapped and use your OCP on it to progress up the stairs. Talk to the nutbag then start up the main server

and equip your thermal. As each tube heats up – activate its tower. Grab the stack.

## DISPLACE - NEW YORK CITY

### SECOND FLOOR

No casualties allowed on this mission so equip the stealth loadout. Knockout both mechanic and guard and turn off the vent fan. Rappel down after picking the lock and don't let the executives spot you. You're going to want to use your EEV to scan the briefcase one of them is carrying, but wait for them to leave the meeting room before you try. Interrogate the guard in the Operations room for the door code (8136), access the server to upload a tracer, and dodge the final guy. Get back to the meeting room and go down towards the server room.

### FIRST FLOOR

Take the dark door to your right. There are a couple of guards down here, one of which has a flashlight. Knock them out and upload another tracer (2/3). Head back upstairs the way you came.

### SECOND FLOOR II

Use your OCP on the light to sneak towards the office, then when the doors are open, hang back and use your OCP on the next room's light before taking out the guard. Head into the gym and upload the final tracer (3/3). Now go back and hack the R & D retinal scanner, use thermal vision to dodge the lasers, take out the two guards ahead, and climb into the vent above the turret.

### FIRST FLOOR II

Climb down the rope and access the computer terminal. When the power starts coming back on climb up the rope. Climb down and K.O. the dopey civilian when he starts accessing the terminal. Take out the guard around the corner then move out to the lifts. There's a patrolling guard around here. Jump in the lift.

### THIRD FLOOR

Listen to the grunts talking about Milan to score a code to the meeting room. Take out these two grunts quietly; also be aware of a



## NEW GADGETS

Use your OCP! The last few games had you shooting out lights like they were ducks in huntin' season. Shoot out a light near an enemy and you're liable to cause an alert. The OCP is silent. It can also disrupt a bunch of other electrical equipment. Want to know what they are? Use your EMF vision. The vast majority of objective related items, computers, terminals, and objects light up when you use your EMF. Your other new toy is the EEV. Coming along with a built-in laser mic, this device is hooked into your binoculars and allows you to hack into any computer from a distance. Hacking is slightly harder when using the EEV, but it's worth the trouble.



civilian in one of the offices. Head to the red marker on your map. You'll come to a corridor – there's a civilian and a guard in the second room on the right. Hack Milan's door to get at his computer. Head to the extraction point.

## HOKKAIDO - JAPAN

### COMMON AREA

One guard only in this first area – use an airfoil. Blow out the candle in the next room and interrogate the guard who comes to investigate. Sneak out and scan the license plates, and then, watching for the guard with the flashlight, move into the next building and into the crawl space. Go left and interrogate the guard, move around into the room with the phone and disable the mic (1/6). You'll get to a corridor patrolled by a flashlight-totting guard; grab the pipe overhead and knock him out when he moves underneath you. Double back to where you emerged from the crawl space and move on. Take out the guard near the pool however you wish (drag him into the water if you want), then knock out the final guard leading to the temple/garden.

### TEMPLE & GARDEN

Wait for the two twits to finish their conversation then take them out when they split up. Use thermal vision to help you with the second amidst the Japanese room dividers. Disable the mic (2/6). Outside you'll find two guards – both with flashlights. Enter the next room and take a hard right. Enter the crawl space and disable another mic (3/6). Slide open the door, and grab and use Milan as a human shield to dispatch the guards. If you don't want to kill them, drag him into the shadows, interrogate him quickly, then flee from the room or use non-lethal projectiles. There's another mic as you're leaving the room (4/6).

### LIVING AREA

Two guards are up ahead. Interact with the garden panels to attract their attention and lure them towards you. In the room with the TV is another mic (5/6). The next room keeps the final mic (6/6). Climb the pipe near the pebble path in the next area and pull the guard over to his doom. Another guard is up top – deal with him. Move around via the crawl space to get to the roof and overhear the Shetland conversation. After you move into the Common Area again there'll be three guards waiting in ambush. Use your OCP on the light on the right and sneak past them to the extraction point.

## BATTERY - NORTH KOREA

### MAIN BASE

Wait for the two guards to walk away from the bottom of the rope, then sneak into the shaft in front of one of the trucks. Emerge, knockout or avoid the guard, and head through the door to the left. In the next room, use your EEV to play music on the computer then knockout the soldier when he investigates. Move through the door opposite the way you came in from and scan the computer the soldier is sitting at for some shipping logs (1/4). Past the double doors ahead is a guard and a camera. Wait for the guard to be in the shadows before you strike. Grab the gas grenades on the crate if you wish – but watch out for the camera. Pick the lock on the next door on the left, then move around and use your EEV to hack your way to more shipping logs (2/4). Go down the stairs.

### COMMAND AREA

The unbreakable light near the end of this corridor makes this a little tricky. Use a smoke grenade to fog up the entrance into the large room then when the camera is looking away, use your OCP on the adjacent light bulb nearby. Scurry

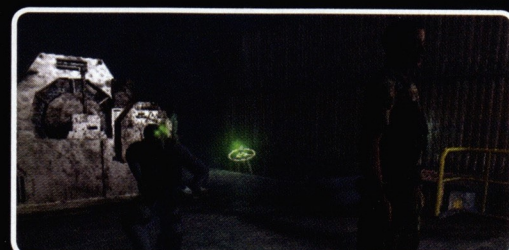
into the room before the smoke clears. Bypass the two circuit boards, and when the missile moves off, jump onto the truck and grab the overhead pipe. It's easier in the long run if you just take out the guards in this area (OCP the light bulb and grab them when they move apart from each other). On either side of the lifts are passageways to the East and West Launchers. Take and hack the lift first, but shoot out its light. Exit the lift, sticking to the shadows on the left (avoiding the gaze of the soldier ahead and the camera above you!). Hack the retinal scanner with your EEV, then OCP the camera. Creep past the guard. Sneak into the command area and interrogate the computer tech. Lure the general out into the dark hallway (keep yourself pressed against the wall) and interrogate him. Retrieve the shipping log (3/4). Go to West Launcher.

### WEST LAUNCHER

There are a couple of cameras in this room, but fortunately blacking out the light solves most of your problems. Take out the guard, but watchout for his flashlight. Bypass the circuit on the forklift's warhead and head outside. OCP the camera, sneak up on the guard, and move down the stairs. Use a grenade of some sort to take care of the two goons then bypass the adjacent circuit board and grab the repair log (4/4). Go back up (remember the camera) and access the bios. Now it's off to the East Launcher.

### EAST LAUNCHER

Take out the two guards quick snappy. Bypass the nearby missile, then bypass the panel in the missile bay. Now you've got to hurry! Bolt downstairs and take down the two blokes down there, then access the terminal on the right for the missile abort codes. Hurry to the point on the map afterwards to save the day! Now to extraction.



## HACKING IT UP

Hacking is different in CT. Your equipment will cycle through a bunch of numbers and the correct numbers in the code will light up on your screen. You can lock them in with SQUARE, or just use your memory. Remember you can lock fewer numbers in when distance hacking with the EEV. Also be aware that on the missions with alarms, entering an incorrect code will yield you an alarm stage increase. Bye, bye 100% rating.



## SEOUL - SOUTH KOREA

### EAST MARKET

Rappel down outside and bypass the panel on the wall to stop the propaganda. Climb the fence and creep up to the wall mine to disarm it. Wait for the two soldiers to split up, then interrogate the one looking at the map. Bypass the panel (2/3) next to the pipe up ahead then climb it. Climb over the crates and cut the material, but watch out for the guard! Drop down below and knockout the guard. Take care of the soldier around the back of the mobile command centre then tap the system. Disarm the wall mine ahead then bypass the adjacent panel (3/3). Continue into the next building and start climbing over the nearby fire, but be ready to take care of a patrolling guard ahead. There are three guards in this next area - but fortunately a lot of shadow, too. Take 'em out, grab the drives, then head back to the lift indicated on your map

### ROOFTOPS

Don't bother trying to attack the drones. Jump over the railing and stick left (OCP the bulb ahead) until you move around and spot some stairs and a guard. You should be under cover. Stand and use your EEV to disable the P3R radar (1/5). Be snappy. As soon as the guard moves up the stairs you should be on your way, down and around to the zip line. Afterwards move around and hand-over-hand the pipe to drop down near the grunt. There are two more soldiers around the other side of the area. Peek around and use the EEV to disable the P3R (2/5) then grab the guard ahead when he moves into the darkness. Pick the lock and move through the door. Move outside and use your EEV to disable the next P3R (3/5). OCP the

light above the opposite doorway, snipe the guard (or use a shocker), then bolt there as the drone moves off screen to the right.

### CITY STREETS

Wait for the soldiers to split up then drop down and take out the first one. Open the next door and OCP the light before knocking out the next guard. Use the computer to grab some UAV data. Climb up the adjacent crawl space. The soldier below will get shot - take out the shooter when he moves over the body. Climb the fence and move along till you get to another area where a melee is going down. Wait for the soldier ahead to die, take out the enemy soldier who's on foot, then sneak past the tank (throw a grenade down its open hatch when you're close). Climb the pipe and take out the guard before accessing the P3R (4/5).

### NORTH MARKET

Drop down onto the guard when he's below the ladder and the drone is off screen, then take out the propaganda speaker nearby. Bolt into the van and access the computer. Then, when the drone is out of your path, continue on making sure you don't trigger the wall mine ahead. Climb the fence, then wait for the soldier to move past before making a hard left and climbing the ladder. Use your EEV on the final P3R (5/5), grenade the tank, and take out the soldier who'll investigate. Move the pilots to safety if you wish, then call in the air strike with your EEV.

## BATHHOUSE - TOKYO

### RECEPTION

Wait for the Displace soldier to sit down, then grab him from behind (drag him into

the dark if the other grunt comes to investigate). Tap the phone line nearby then K.O. the other grunt. Emerge from the underground passage and wait for the guard ahead to sit down. When the second guard is walking away from you - grab the seated guard. Take out the second one afterwards. Use your optic cable on the next door and wait for the guards to finish their ninja conversation before sneaking in and taking them out. Open the door nearby (not the one to the bathhouse) and use your optic cable on the door into the next room. Enter when one of the guards leaves, then creep in and knockout the other who was accessing the computer. Now hack into the computer and disable the camera system. Head out through the slide doors, take out the guard, then climb on top of the phone booth before hopping around and up through the second floor window. K.O. the cleaner, hack the door, then enter the office and grab the info from the file cabinet. Enter the crawl space; it leads to a room with two I-SDF troops. Interrogate them when they split up before accessing their computers. Head back to the Public Bath.

### PUBLIC BATH

Take out the Displace soldier after he finishes draining his weasel, then move around and cut the material to get into the next large room with two soldiers. There's plenty of darkness (drop down into the empty pool to get to the other side), so dodge them then tap the phone line over the other side of the room (2/3). Move into the steamy Warm Bath and take out (or avoid) the two guards when they split up.

## PRIVATE BATH

Creep past the curtains and wait for one of the guards to leave. Take out the one who remains and tap the final phone line (3/3). Turn off the light to lure the other guard into



## THE 100% RATING

If you want to score 100% in a mission you'll have to make sure you don't kill anyone (unless that's specifically part of your objective), not be identified as an intruder, set of no alerts (no errors when hacking), accomplish all Primary, Secondary, Opportunity, and Bonus Objectives, and move all Incapacitated bodies into the shadows. The bonus objectives can be tough to spot, but so long as you carefully inspect each room for anything interesting, use your EMF mode to find objects you can interact with, and make sure that you check every computer terminal to see if it can be hacked (by pressing up to try to get to Security Access) you'll be sweet.



## SHOW NO MERCY?

You can always perform a non-lethal move by pressing **□** button as opposed to the lethal **△**. Which you choose is entirely up to you, though you lose mission rating points for being lethal. Either technique is just as fast when it comes to taking out enemies and both are much more effective than Sam's older elbow move.

your grasp and interrogate him. You can either go left or here or keep heading straight; head left. Take the crawl space around and into the rock pool. Wait for the guard to come in and check the vent then drag him into the water. Enter the high crawl space behind the plants. The plot thickens... Get back to the rock pool and take the other vent again – this should bring you out the back of a fire fight. Do yourself a favour and don't engage. Head back around to the fork you passed earlier, this time taking the other path. Deal with whoever is in your way. You should be able to duck into an open door and avoid the conflict – but avoid the wall mine around the corner. Shoot out the light in the room and pick up the shockers! Through the next doorway is ACTION! Three heavily kitted soldiers are waiting in ambush. Gas and flash grenades aren't effective. Shoot the lights above them then use shockers, bullets (shotgy or sniper), and frag grenades to sort 'em out after tossing a few smoke grenades into the doorway. Watch out for another wall mine in the brick corridor, break the next lock and find those bombs (use your map). This bit is really difficult, so save after you disarm each bomb. Don't take the stairs for the first bomb – instead head through the gap and around to the left. Use your EMF to pick it out. Take the stairs (watch for the guard often near the gate), and move past the gantry with the railing missing to shoot another guard around the corner. Drop down where the railing was missing (2/2). Pull yourself up and kill the final guard (probably in the back left corner of the room) then disarm the final bomb which is easy to spot (3/3). Run through the door before any guards shoot your from behind. Watch the cut scene then choose to shoot Doug or drop your weapon. Not that it matters.

## KOKUBI SOSHO – JAPAN

### RECEPTION

No killin' so choose the stealth loadout for maximum shockers and airfoils. Dodge the

drone and take the crawl space on the opposite wall. Avoid the IR camera and move to the door on your immediate right and pick the lock. Climb the ladder. A guard is in the stall to the right. Bash the door to KO him. Use your OCP on the light in the next room and interrogate the guard when he investigates. You should take the first path on the left.

### OFFICES

Creep to the computer on your right and hack it for the server room code (1945). Stick to the right wall and pull yourself up onto the stairs, then onto the first floor. Now knockout the armed guard walking about and move up to the second floor. Take the door at the far end and creep around. You'll over hear the hostages. K.O. the soldier when he exits the room. Shoot the light out above the hostages, then talk to them. Move down the hall and go left. Use shockers to quickly take down the cleaner and nearby soldier. Jump up and over the gap in the wall and grab the sticky shockers.

### RECEPTION II

The first soldier down here is easy pickings! Now wait for the second guard to move out of the doorway then OCP the camera and make a left at the end of the tunnel, ducking quickly into the electrical room with the ladder. You've done this before. Return to the offices. Silently take out the two soldiers here.

### I-SDF BASE

Hit the adjacent switch to kill the lights. There are three guards at the base of the ramp. Wait for the two patrolling guards to move out of view then airfoil the stationary one. Move into the shadows ahead and take out the two on patrol. Hack the retinal scanner down the stairs. Then it's a case of "lights out" for Sam. Wait for the soldier to leave then pick your cuffs.

It's like picking a door but you don't get the overlay display. Grab the colonel, then bash open the door and grab your

equipment. With your optic cable, make sure the door is clear. Pick it then enter the code (1945) to get into the server room. A guard is patrolling this area along with two IR cameras. Hide in the top right corner of the room and grab the guard if he comes by, all while avoiding the cameras. Note that OCP shuts these cameras down for a reasonable time, though you have to be fairly close to them. Hack the retinal scanner and access the server. Move back to the base of the ramp and towards the war room (check your map). There are guards and IR cameras around the room. Wait for the guards to move out of sight then move towards the back of the room – take them down with a gas grenade. Climb up the air vent into the war room and use your EEV to relay the Admiral's message. Focus your EEV on the General's laptop when asked. Head out of the war room and into the nearby lift.

### LOWER LEVELS

Fifth Freedom with everyone but Otomo. When the lift stops, drop from ledge to ledge till you hit the water. Head to some safe ground and take out the three guards however you wish. The clock is ticking. sticky shocker the next guard ahead of you. Creep around the corner and take out the two other armed guards. Watch the wall mines! Take the door on the left. The corridor is laced with lasers. Don't trip them. The next room has a nasty turret on the roof. Wait for it to go offscreen then jump in the tunnel to the left. Emerge and take the stairs. Hack the computer, set the charge, get back into the tunnel, and blow it up. Go back down the tunnel and quietly take the adjacent stairs – the investigating guards shouldn't see you. Have a conversation with Otomo. The idiot stabs himself. Head back a few metres and take the other passageway. You'll find a vent that leads to Otomo. Place a charge on the glass wall and find cover. Game over – but in a good way. Don't start relaxing too much just yet, soldier. Before you can really retire you'll want to get perfect ratings on every single mission.

## THE MOVES

Sam can now hang down from pipes and grab enemies from above, breaking their necks or choking them to sleep. By far the coolest new additions to his arsenal are his non-player character-linked moves. These, for instance, involve Sam dragging enemies over railings or into pools of water to meet with sweet death and are all about positioning. Obviously they count as kills, so aren't for those going for the perfect mission rating. Sam can also alternate between which shoulder he's firing from by pressing L3 when his weapon is drawn – handy for corridor-based fire fights. Unfortunately the split jump is just as useless as ever.



# WHAT IS RE-PLAY?

This section will breathe new life into your old games. Each month we'll show you amazing things to find or set challenges for you to take up against us. We also welcome input from you. Write in and tell us if you've found something cool that you'd like to share with the other readers. Even if you haven't found anything yourself, write in and tell us what game you'd like to get more out of and we'll do the searching for you. Email us at [OPS2@derwenthoward.com.au](mailto:OPS2@derwenthoward.com.au) or send mail to PO Box 1037, Bondi Junction, NSW 1355.

There's nothing worse than shelling out the big bucks on a game you play for a few weeks before falls behind the VCR. We've been digging around the gamesroom looking for any old gems we can temporarily resurrect for you lot, and your own secrets and challenges have been great so far. Keep them coming people!

Be sure to check out our official challenges too. Record on videotape or photograph your best efforts and send them in to PO Box 1037, Bondi Junction, NSW, 1555, marked "OPS2 Challenges". We'll print the top results in future issues. The two highest scores in both of the official challenges will win the game of the month, so go nuts!



# THAT'S COOL!

## CHALLENGE!

## THE GAME THAT KEEPS ON GIVING

# GRAND THEFT AUTO: SAN ANDREAS

*Run out of stuff to do? Hell, you've only just begun.*

## THE OPS2 SAN ANDREAS SCAVENGER HUNT

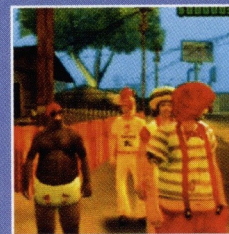
Got a few mates around? Need a new way to make GTASA competitive. Try out our GTASA Scavenger Hunt. Choose a strict time limit, like 15 minutes, and go for it. You won't be able to complete all the tasks in the time limit so choose things you're good at or that'll reap the most points. You can get wasted and busted as many times as you like – but tasks must be fully completed before the points can be counted. It works well in pairs so you can switch if one player has particular strength. Try to string some of them together so you aren't wasting time between the challenges.

- ☐ **FIND A MONSTER TRUCK** – 20 points (1/2 point extra for each car squashed with it)
  - ☐ **JUMP OFF MOUNT CHILIAD ON A MOUNTAIN BIKE; DISCARD THE BIKE AND PARACHUTE TO SAFETY** – 50 points
  - ☐ **COMPLETE THREE TAXI FARES** – 40 points
  - ☐ **TURN ON THE SUPER PUNCH** (↑, ←, ⊗, △, ⊞, ⊙, ⊙, ⊙, ⊞) **AND TAKE OUT AS MANY PEOPLE AS YOU CAN WITHOUT WEAPONS** – 1/2 point each kill
  - ☐ **START A TURF WAR** – 20 points (20 points extra if you survive it)
  - ☐ **SUCCESSFULLY STEAL A HYDRA** – 50 points (1/2 point extra for each confirmed vehicle destroyed)
  - ☐ **BEACH A BOAT** – 20 points
  - ☐ **SHOOT SOMEONE WEARING A CHICKEN SUIT** – 10 points
  - ☐ **PLAY THREE GAMES OF ROULETTE AT THE FOUR DRAGONS** – 15 points
  - ☐ **SUCCESSFULLY TAKE OFF IN THE AT-400, THE COMMERCIAL JET, FROM THE BIG HANGAR AT LAS VENTURAS AIRPORT** – 25 points (50 points extra if you fly that behemoth under a bridge)
  - ☐ **START A FOREST FIRE** – 10 points (20 points extra if you put it out)
  - ☐ **EAT UNTIL YOU SPEW** – 15 points
  - ☐ **LINK A CHAIN OF FIVE TOW TRUCKS TOGETHER AT ANGEL PINE** – 50 points (25 points extra if you get them to San Ferro airport)
  - ☐ **DERAIL A TRAIN** – 20 points (50 points extra if you get the wreck into a body of water)
  - ☐ **GO DANCING** – 30 points
  - ☐ **JUMP OUT OF A PLANE AND LAND ON A BOAT – SANS PARACHUTE** – 80 points **WITH PARACHUTE** – 50 points
  - ☐ **WIN A STREET RACE** – 35 points
  - ☐ **BASE JUMP OFF THE 'BIG POINTY BUILDING' IN SAN FERRO** – 10 points
  - ☐ **ACQUIRE A RUSTLER AND PIT IT AGAINST A SQUADRON OF HYDRAS** – 50 points for each one you take down with your antique machine guns (maximum 150 points)
  - ☐ **TAKE OFF IN THE CROPDUSTER** – 30 points (30 points extra if you fertilise the Las Venturas strip)
  - ☐ **STEAL A POLICE CAR** – 10 points (20 points extra if you dump it in the ocean)
  - ☐ **SNIPE A MOVING MOTORCYCLIST** – 15 points
  - ☐ **TAKE A PHOTO OF A WOMAN IN A BIKINI** – 60 points

**ADD YOUR OWN CHALLENGES HERE!**

## CHANGE OF SCENERY

Experimentation isn't always a bad thing, like when two bored female university students strip down for a tickle fight and it turns into something beautiful – not a bad thing. Likewise, finding cool new ways to enjoy GTASA isn't bad thing either. We'd been so busy stealing tanks and jump jets, escaping the fuzz and causing mayhem we'd neglected to try out some of the crazier cheats. Trying out the Circus cheat (Ⓐ, Ⓐ, Ⓜ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ, Ⓢ) is a bit of a trip – the streets are full of chicken-suited men in Go Karts and Ride-Ons, and there are clowns everywhere. The Beach cheat (↑, ↑, ↓, ↓, Ⓢ, Ⓢ, Ⓢ, Ⓜ, Ⓐ, ↓) is a little more appetising; there's bikini-clad women everywhere. As if you'd play GTA any other way?





## OFFICIAL CHALLENGE

Let's face it, not everybody is unbeatable at games – so we thought we'd open this challenge up a little. This time we're not rewarding skill – we're rewarding creativity. Grab a copy of *Midnight Club 3: Dub Edition* and send in a snapshot of your favourite pimpmobile – decked out to the nines. The coolest, craziest looking ride will win a copy of the game of the month, *Area 51*. Come on – impress us!



## OFFICIAL READER CHALLENGE

You all know how much we love *Burnout 3*, so when another *Burnout 3* challenge popped up in the OPS2 reader forums we couldn't resist. We saw some pretty incredible Takedown totals on our last *Burnout 3* challenge, but smashingtoxin on the forum suggested we have ourselves a little crash showdown. Go into World Tour Mode and select the Exit the Dragon crash junction in the Far East. The rest is up to you – send in your entries to the usual address. Get cracking!

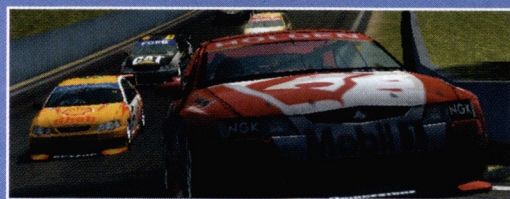


## WINNERS

We've had plenty of entries for the V8 Supercars 2 challenge, it seems Bathurst has been getting quite a workout. Congratulations to the lucky winners – you've both scored yourselves a copy of *Splinter Cell: Chaos Theory*. By the way, from now on if you don't supply your full name and state – you don't make the top five! No more anonymous photos – got it?

### APRIL CHALLENGE – V8 SUPERCARS 2 HOT LAP

Mount Panorama has been a battleground this month; just when we thought we had an unbeatable time an even better one would arrive in the mail. At one point six-year-old reader Victor-James Piscicelli was in the lead, but it turned out things had a habit of changing very quickly.



### TOP SCORES!

Nathan Secchi, VIC  
1'42.88

Ralf Amelung, NSW  
1'45.84

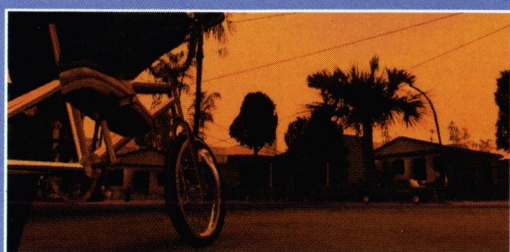
Scott Dakin, QLD  
1'47.70

Andrew Buck, QLD  
1'47.70

Vince Corrente, SA  
1'48.05

### MARCH CHALLENGE 1 – GTA: SA MAXIMUM ROTATION

The GTASA challenges are proving to be very, very popular indeed. This is the second time we've dived into Rockstar's opus for a challenge and we've had twice the amount of entries. Check out the absolutely insane winning total – this is what happens when you get hit by a plane on your BMX!



### TOP SCORES!

Mark Fox, NSW  
7649 degrees

"I didn't put my name on my entry", SA  
4739 degrees

Robert Bluck, QLD  
2844 degrees

Adrian Purvis, VIC  
2669 degrees

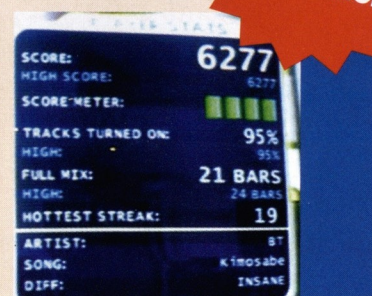
Linus Britton, NSW  
2626 degrees

## READER CHALLENGES



### LAMB DAMAN – OPS2 FORUM

Try this, in *San Andreas*. Get a jetpack and go to the No Fly Zone. Go to a corner where there is a SAM site, then play dodge the rocket. I dodged 20 before getting blown into small pieces.



### ANDREW NATOLI – NSW

Try and beat this incredibly high score on *Amplitude* on Insane difficulty using BT – Kimosabe, 6277!



### MICHAEL REILLY, VIA EMAIL

See if you can top my incredible 7 backflips in *GTA: SA*!



### DAZA – OPS2 FORUM

*Timesplitters 3* – create a Team Deathmatch and put all the bots on the same team (e.g. You = red, all the bots = blue). Set the kills to unlimited and the time limit to an hour. See how many kills you rack up.

# CODE-U-LIKE

Need to cheat your way to victory on a certain game? Here are the codes you should use.

## METAL GEAR SOLID 3: SNAKE EATER



### Make The End show up on your map screen

Enter this code in the map screen's menu to see where The End is. You'll need to enter it every time you go into the screen.

↑, ↑, ↓, ↓, ←, →, ←, →, ⊙, ⊙

### Cancel Alert Frequencies

Alert: 149.46

Alert: 140.61

Alert: 141.45

Alert: 146.67

Alert: 141.98

Alert: 142.79

### Fire Support Frequencies

Fire Support: 141.62

Fire Support: 142.12

Fire Support: 147.32

Fire Support: 148.56

Fire Support: 146.74

Fire Support: 141.31

Fire Support: 149.29

Fire Support: 145.68

Fire Support: 147.90

Fire Support: 140.09

## NEED FOR SPEED UNDERGROUND 2



Enter these codes at the Title Screen:

**\$1000 in career. RX-8 and Skyline in Quick Race**

←, ←, →, ⊙, ⊙, →, ⊙, ⊙

**\$200 in career**

↑, ↑, ↑, ←, ⊙, ⊙, ⊙, ↓

### All Circuit Tracks

↓, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙, ⊙

### Burger King vinyl

↑, ↑, ↑, ↑, ↓, ↑, ↑, ←

### Unlock All Bonuses

⊙, ⊙, ⊙, ⊙, ↑, ↓, →, ←

### Unlock a Hummer H2 Capone

↑, ←, ↑, ↑, ↓, ←, ↓, ←

### Unlock the Best Buy car Vinyl

↑, ↓, ↑, ↓, ↓, ↑, →, ←

### Unlock Performance Level 1

⊙, ⊙, ⊙, ⊙, ←, ←, →, ↑

### Unlock Performance Level 2

⊙, ⊙, ⊙, ←, →, ↑, ↓

### Unlock Visual Level 1

⊙, ⊙, ↑, ↓, ⊙, ⊙, ↑, ↓

### Unlock Visual Level 2

⊙, ⊙, ↑, ↓, ⊙, ↑, ↑, ↓

## SONIC MEGA COLLECTION PLUS



### Sonic 1 Level Select

At the title screen enter ↑, ↓, →, ← then hold ⊙ and press ▶

### Sonic 2 Level Select

Go to options, then go to sound test. Play 19, 65, 09, 17. After you hit 17 you should hear a ring sound. After that press ▶, hold ⊙. As soon as the menu shows up, keep holding ⊙ and press ▶ on one player.

### Sonic 3 Level Select

During the time it takes for Sonic to load in the beginning, press ↑, ↑, ↓, ↓, ↑, ↑, ↑, ↑. (Note: This is hard to do, but you'll get it right eventually.) If you did this correctly, you can scroll down past the 'Competition' selection on the menu, and you will get an "Options" menu.

## MERCENARIES

### PDA Factions codes

Enter these codes in PDA FACTIONS mode. You may find that some codes do not

work until the correct amount of National Treasure/Blueprints have been found.

### All items in Merchant Of Menace shop

↓, ↓, ↓, ↓, ↑, ←, →, →

### Get \$1,000,000

→, ↓, ←, ↑, ↑, ←, ↓, →

### Infinite ammo

→, ←, →, →, ←, →, ←, ←

### Infinite health

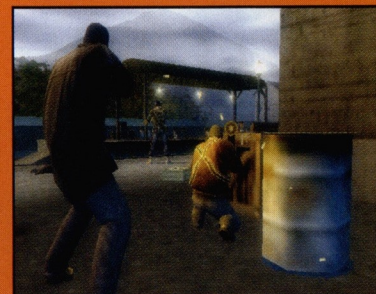
↑, ↓, ↑, ↓, ←, →, ←, →

### Play as Josef

←, ←, →, →, ↓, ↑, ↑, ↑

### Play as Ace of Diamonds

←, ←, →, →, ↓, ↓, ↑, ↑



### Play as Allied pilot

←, ←, →, →, ↑, ↓, ↑, ↓

### Play as Bufford

←, ←, →, →, ↑, ↓, ↓, ↓

### Play as Doctor

←, ←, →, →, ↓, ↑, ↓, ↓

### Play as NK Elite

←, ←, →, →, ↓, ↓, ↓, ↑

### Play as a Hearts card

←, ←, →, →, ↑, ↓, ↓, ↑

### Play as Colonel Garret

←, ←, →, →, ↑, ↓, ↓, →

### Play as Deck of 52 member

←, ←, →, →, ↓, ↑, ↑, ↓

### Play as Han Solo

←, ←, →, →, ↑, ↑, ↓, ↑

↓, ↑, ↑

### Play as Indiana Jones

←, ←, →, →, ↑, ↑, ↓, ↓

### Play as mafia heavy

←, ←, →, →, ↓, ↑, ↓, ↑

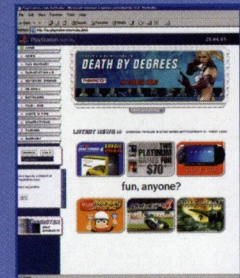
### Play as Peng

←, ←, →, →, ↑, ↓, ↓, ←

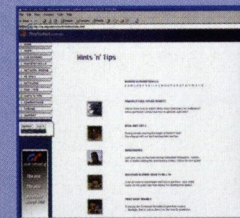
### ULTIMATE CHEAT SITE

PlayStation.com.au

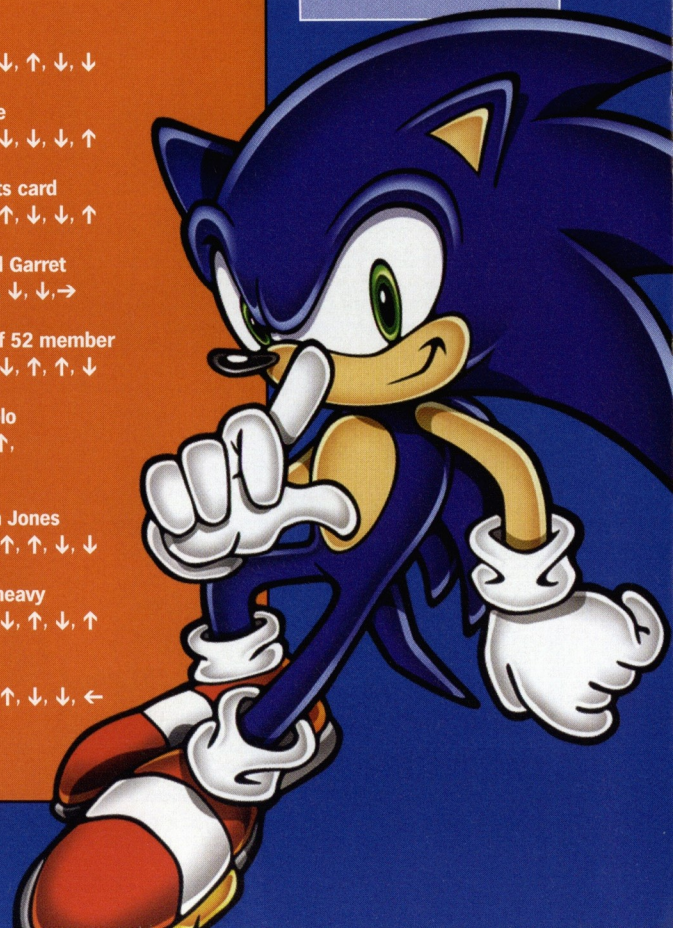
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HERE'S A SAMPLE OF THE HUGE CHEATS DATABASE



GET YOURSELF OVER TO [HTTP://AU.PLAYSTATION.COM/](http://AU.PLAYSTATION.COM/)



# MTV screen Magazine Reader Brain analysis

## Musical Lobe

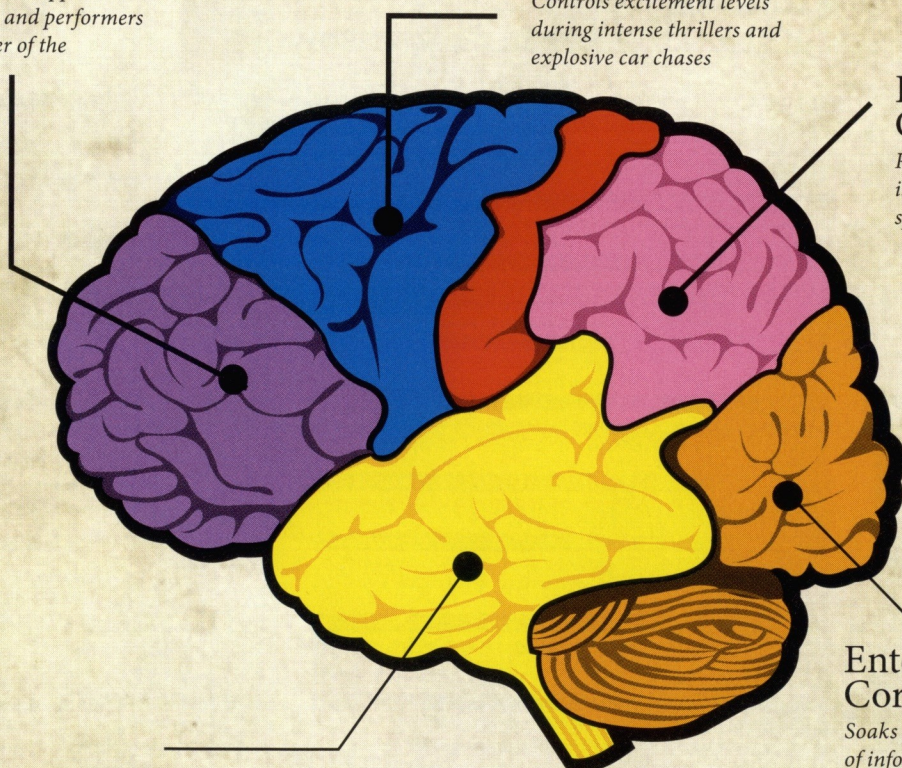
*Used to identify and appreciate the coolest tunes and performers from every corner of the music world*

## Movie Lobe

*Controls excitement levels during intense thrillers and explosive car chases*

## Fashion Cerebellum

*Responsible for ensuring the body is always covered in the funkier, spunkier trends*



## Junk Stem

*An overworked clump of cells that processes an immense amount of essential trivia, mind-warping fun and more than a little silliness*

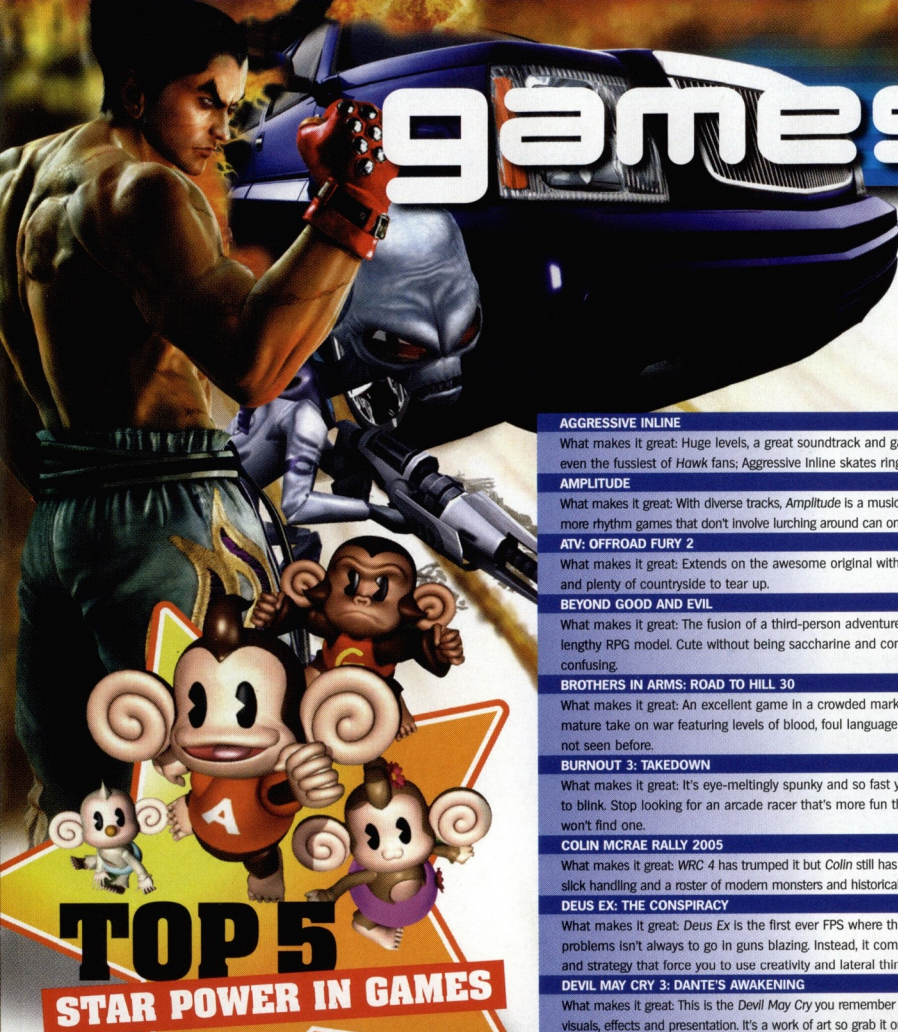
## Entertainment Cortex

*Soaks up and stores masses of info about entertainment technology, videogames, TV, DVDs and more*

Free excitement-packed brain transplant  
included with every issue of *MTV screen*  
magazine – on sale NOW!



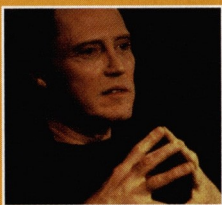
# gamestation



## TOP 5 STAR POWER IN GAMES

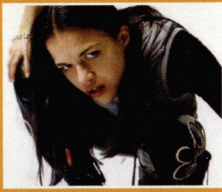
### CHRISTOPHER WALKEN

The narrator behind *True Crime*, rumour has it he gets his unique delivery by removing all the punctuation from a script. This token bad guy has appeared in *Pulp Fiction*, *Sleepy Hollow*, *Man On Fire*, *True Romance* and *Last Man Standing* to name just a few.



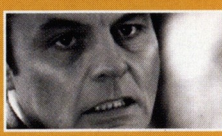
### MICHELLE RODRIGUEZ

Her sassy voice can be heard in *True Crime* and *Driv3r*. She certainly gets around but *OPS2* isn't really attracted to women who look like they could beat us up – we saw her walloping the crap out of other chicks in *Girlfight*.



### MICHAEL IRONSIDE

Sam Fisher would be nobody if it wasn't for this guy. You may remember him from *Total Recall*, *Top Gun* or *McBain*. Ironside also voiced the lead in the *Run Like Hell* game.



### HENRY ROLLINS

Rollins provided the gruff tones for Mace Griffin in the game of the same name. Famous for fronting Black Flag, being a badass in *Bad Boys II* and having no neck.



### MICHAEL MADSEN

Star of *Reservoir Dogs*, and *Kill Bill*, Madsen's vocal scrapings appeared as Tanner in *Driv3r*, Tony Cipriani in *GTAIII*, Raferty in *True Crime* and Jack Frozenski in *Narc*.



Just got your PS2? Looking for the a safe bet to blow your hard-earned on? *OPS2*'s GameStation is your best resource for finding top quality PS2 games. Some might be a little long in the tooth, but you'll probably be able to pick them up second-hand. Others are quite recent or Platinum titles, so finding them won't be a hassle. All are 100% guaranteed to satisfy.

#### AGGRESSIVE INLINE OVERALL 08

What makes it great: Huge levels, a great soundtrack and gameplay that can satisfy even the fussiest of *Hawk* fans; *Aggressive Inline* skates rings around *Rolling*.

#### AMPLITUDE OVERALL 08

What makes it great: With diverse tracks, *Amplitude* is a music lover's dream. And the more rhythm games that don't involve lurching around can only be a good thing too.

#### ATV: OFFROAD FURY 2 OVERALL 08

What makes it great: Extends on the awesome original with new riders and tracks, and plenty of countryside to tear up.

#### BEYOND GOOD AND EVIL OVERALL 08

What makes it great: The fusion of a third-person adventure game with a deep and lengthy RPG model. Cute without being saccharine and complex without being confusing.

#### BROTHERS IN ARMS: ROAD TO HILL 30 OVERALL 08

What makes it great: An excellent game in a crowded market. A distinctly more mature take on war featuring levels of blood, foul language and sheer desperation not seen before.

#### BURNOUT 3: TAKEDOWN OVERALL 10

What makes it great: It's eye-meltingly spunky and so fast you'll you won't be able to blink. Stop looking for an arcade racer that's more fun than *Burnout 3* – you won't find one.

#### COLIN MCGRAE RALLY 2005 OVERALL 08

What makes it great: WRC 4 has trumped it but Colin still has great damage modelling, slick handling and a roster of modern monsters and historical rally beasts.

#### DEUS EX: THE CONSPIRACY OVERALL 09

What makes it great: *Deus Ex* is the first ever FPS where the solution to your problems isn't always to go in guns blazing. Instead, it combines elements of RPG and strategy that force you to use creativity and lateral thinking to get through.

#### DEVIL MAY CRY 3: DANTE'S AWAKENING OVERALL 09

What makes it great: This is the *Devil May Cry* you remember – stunning design, visuals, effects and presentation. It's a work of art so grab it or you'll be the one crying.

#### DRIV3R OVERALL 09

What makes it great: Astonishing damage and brilliant driving physics. Screaming through cities in hulking muscle cars or 18-wheelers, *Driv3r* is every great Hollywood car chase crammed into one game.

#### ESPN NBA 2K5 OVERALL 08

What makes it great: Slick presentation, great graphics and innovative modes allows *ESPN NBA 2K5* to slam-dunk the competition.

#### ESPN NFL 2K5 OVERALL 09

What makes it great: If every game had the attention to detail this puppy had this list would be a helluva lot longer. Awesome broadcast-style presentation, great graphics and deep gameplay.

#### ESPN NHL 2K5 OVERALL 08

What makes it great: We'll be pucked if you can find a better game of ice hockey for the price of *ESPN NHL 2K5*. Deep and rewarding, improved fighting controls and sexy visuals.

#### EYETOY: PLAY 2 OVERALL 09

What makes it great: Do we need to explain? The innovation and introduction of the video camera to gaming is brilliant. It's just one reason why the PS2 is so cutting edge.

#### FIGHT NIGHT ROUND 2 OVERALL 09

What makes it great: All the strategy, violence and glitzy thrills of boxing minus the brain damaging concussions. If it were a boxer it would rightly quip, "I am the greatest".

#### FINAL FANTASY X OVERALL 09

What makes it great: This was one of the first games on the PS2 to really try and stretch the machine's graphics capabilities to the limit. The result is simply breathtaking.

#### FREEDOM FIGHTERS OVERALL 09

What makes it great: For the first time ever, commanding squads and third-person shooting is so easy you won't even notice you're doing it. If you don't have it – find it.

#### FULL SPECTRUM WARRIOR OVERALL 08

What makes it great: The bomb for strategy nuts, intense street skirmishes and ultra-realistic gameplay based on authentic military tactics. It may be a bit too dull for some however.

#### THE GETAWAY OVERALL 09

What makes it great: No coin collection, no magic bonuses, just a whole lot of gritty crime action set in a tough old city. Swearing, violence and not a shred of political correctness...

#### THE GETAWAY: BLACK MONDAY OVERALL 07

What makes it great: A totally cinematic and engaging experience let down by too few gameplay improvements. It's like a potty-mouthed version of *The Bill*.

#### GRAND THEFT AUTO III OVERALL 10

What makes it great: Revolutionary, open-ended gameplay that spawned many an imitator. *GTAIII* is a not only a watershed for the PS2 – it has changed games forever.

#### GRAND THEFT AUTO: VICE CITY OVERALL 10

What makes it great: Takes everything great about *GTAIII*, adds countless extra features and paints it in '80s pastel colours. This game does almost nothing wrong.

#### GRAND THEFT AUTO: SAN ANDREAS OVERALL 10

What makes it great: This is the greatest videogame ever made. Run, drive, fly, swim, boat, cycle, ride or even skydive you way through a whole state of mayhem. It's beyond debate – this is gaming perfection.

#### GRAN TURISMO 3: A SPEC OVERALL 09

What makes it great: The ultimate realism of the 150+ cars – each made up of more than 4000 polygons – made *GT3* THE racing sim. That was, until *GT4* of course.

#### GRAN TURISMO 4 OVERALL 10

What makes it great: The biggest, most authentic and most realistic racing simulator ever. 700 unique cars from 1886 to 2005 that handle exactly like their real-world counterparts. It's a car nut's wet dream.

#### HITMAN 2: SILENT ASSASIN OVERALL 09

What makes it great: It's ethically dubious but there's no doubt about how good *Silent Assassin* is. Multiple solutions, fantastic rag-doll physics and enough atmosphere to choke a horse.

#### HITMAN: CONTRACTS OVERALL 08

What makes it great: Doesn't really flow as well as *Silent Assassin* did, but retains the multiple solutions, an arsenal of weapons, an award winning score and great level design. Tense and uncompromising.

#### ICO OVERALL 09

What makes it great: The dreamy-looking, wonderfully peaceful puzzling adventure gameplay, along with an entirely unique feel make people fall in love with *Ico*. Experience it for yourself!

#### JAK AND DAXTER OVERALL 09

What makes it great: It features large sprawling lands where the weather changes as often as it does in Sydney, hundreds of fun mini-games, challenges and missions. Wicked.

#### JAK II: RENEGADE OVERALL 10

What makes it great: Infusing *GTA*-style gameplay into the *Jak & Daxter* world has made this the first platformer that appeals to both infants and adults alike.

#### JAK 3 OVERALL 09

What makes it great: Rounds out the trilogy in style – *Jak's* evolution from pixie-eared pansy to platforming badass is complete. Great mix of genres that'll keep you on your toes to the end.

#### JAMES BOND: EVERYTHING OR NOTHING OVERALL 08

What makes it great: The change to a third-person perspective allowed *Bond's* shooting, car chasing and fighting to be brought together in the first game that really feels like a *Bond* movie.

#### KELLY SLATER'S PRO SURFER OVERALL 08

What makes it great: A souped-up version of the *Tony Hawk* games on water, with a wave-hunting adventure to tie it all together. The best surfing title by a long way.

#### KILLZONE OVERALL 07

What makes it great: Some of the best weapons and reload animations on PS2, atmospheric battle zones and brilliant character design, just a little sloppy around the edges.

#### KINGDOM HEARTS OVERALL 08

What makes it great: In spite of the Disney characters and settings that make it seem just for kids, *Kingdom Hearts* poses a surprisingly difficult yet rewarding challenge for RPG fans.

#### LEGO STAR WARS OVERALL 08

What makes it great: Parents should buy *LEGO Star Wars* for their kids, no matter how old they are. It's the most fun we've had pushing coloured blocks around since *Tetris*.

#### LORD OF THE RINGS: RETURN OF THE KING OVERALL 09

What makes it great: Gorgeous and packed to the gills with sword-swinging action, it's as close as it gets to being in the movie without having to go to New Zealand.

#### MACE GRIFFIN: BOUNTY HUNTER OVERALL 08

What makes it great: The sense of freedom the game allows you to feel. Seamless transitions from space battles to FPS action give a real sense of a huge world that you inhabit.

#### MADDEN 2005 OVERALL 09

What makes it great: The best *Madden* so far, but that's a given. Brilliant graphics and silky smooth animation – but the presentation can't match *ESPN NFL 2K5*.

#### MASHED OVERALL 09

What makes it great: Totally addictive multiplayer – make sure you've got a multitap. This is why you got into gaming to begin with.

#### MEDAL OF HONOUR: FRONTLINE OVERALL 09

What makes it great: The opening level, the beach landing on Omaha, is perhaps one of the most atmospheric and moving game moments to date. Still one of the PS2's best shooters.

#### MEDAL OF HONOUR: RISING SUN OVERALL 09

What makes it great: It's surprisingly short but it's got some pretty awe-inspiring moments. Escape a sinking battleship in Pearl Harbour; sink a Japanese aircraft carrier – all in a day's work.

#### METAL ARMS: GLITCH IN THE SYSTEM OVERALL 08

What makes it great: It combined an explosive single-player experience that features a hilarious story with smashing multiplayer games. Need to know more?

#### MERCENARIES OVERALL 08

What makes it great: An impeccably designed and action-packed sandbox of free-roaming combat. Steal choppers, jack tanks – *Mercenaries* is fun, fun, fun 'til the commies take you C4 away.

#### METAL GEAR SOLID 2: SONS OF LIBERTY OVERALL 10

What makes it great: A must-own, state-of-the-art tactical espionage game that's reason enough to buy a PS2. A superbly paced, gripping story.

#### METAL GEAR SOLID 3: SNAKE EATER OVERALL 10

What makes it great: It's the ultimate lone-soldier adventure, packed with riveting combat and a stunning jungle setting. Acquire immediately.

#### MIDNIGHT CLUB 3: DUB EDITION OVERALL 09

What makes it great: Rockstar has given you lots of ways to enjoy this game but no matter how you play it, it's quality from start to finish. Tuner cars, muscle cars, luxury cars, SUVs, superbikes, choppers – all faster than a greased cheetah.

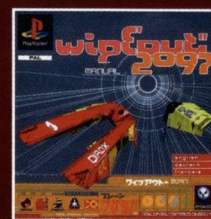
# Your definitive guide to the ever-expanding library of PlayStation 2 games



<b>MIDWAY'S ARCADE TREASURES</b>	<b>OVERALL 08</b>
What makes it great: The other arcade classics are good fun but it's really about Root Beer Topper – hands-down the best simulation of serving beer to rowdy drunks ever.	
<b>MORTAL KOMBAT: DECEPTION</b>	<b>OVERALL 08</b>
What makes it great: Still a great fighter, despite a few rough edges. Multiple fatalities and environmental fatalities keep the gore to a maximum.	
<b>MX UNLEASHED</b>	<b>OVERALL 08</b>
What makes it great: One of the best MX games on PS2. Huge freestyle countryside, great riding physics and addictive bonus vehicles like a stunt plane, Baja Buggy, monster truck and even a chopper. Spot on.	
<b>NEED FOR SPEED: UNDERGROUND</b>	<b>OVERALL 09</b>
What makes it great: 2 fast and 2 furious for the likes of most other street racers, the drag racing alone is worth the price of admission. Get in, buckle up, shut up and hang on!	
<b>NEED FOR SPEED: UNDERGROUND 2</b>	<b>OVERALL 09</b>
What makes it great: Bigger, badder and faster than its already impressive older brother, if the huge city and extra rides can't satisfy your need for speed we don't know what will.	
<b>ONIMUSHA 3: DEMON SIEGE</b>	<b>OVERALL 09</b>
What makes it great: An epic time-travelling samurai adventure featuring everyone's favourite Frenchman Jean Reno. A classic in anyone's book.	
<b>PRINCE OF PERSIA: THE SANDS OF TIME</b>	<b>OVERALL 09</b>
What makes it great: It captures everything that made the original a classic and combines it with slick graphics, smooth gameplay and a hot chick to fight alongside you.	
<b>PRINCE OF PERSIA: WARRIOR WITHIN</b>	<b>OVERALL 09</b>
What makes it great: It's gone down a decidedly darker road than its enchanting predecessor but it still one of the best adventures money can buy.	
<b>PROJECT SNOWBLIND</b>	<b>OVERALL 08</b>
What makes it great: Kicks off with a bang and never lets up. Gob-smacking graphics, an explosive arsenal and consistently exiting and varied gameplay.	
<b>PROJECT ZERO II: PROJECT BUTTERFLY</b>	<b>OVERALL 09</b>
What makes it great: Quite possibly the scariest game ever made – Project Zero II plays superbly. Wear dark undies though.	
<b>PRO EVOLUTION SOCCER 4</b>	<b>OVERALL 09</b>
What makes it great: If you enjoy sports games, especially long bouts of multiplayer tomfoolery – look no further. Best soccer action on PS2.	
<b>PSI-OPS: THE MINDGATE CONSPIRACY</b>	<b>OVERALL 09</b>
What makes it great: This psychic-charged jaunt takes the third-person shooter, levitates it into the air and makes it slap itself involuntarily.	
<b>THE PUNISHER</b>	<b>OVERALL 08</b>
What makes it great: Far more loyal to comic than it's celluloid sibling – bring on the bullets, break out the body bags and prepare for punishment. You won't regret it.	
<b>RATCHET AND CLANK 2: LOCKED AND LOADED</b>	<b>OVERALL 09</b>
What makes it great: The sheer number of the gadgets and crazy weapons alone would make this game worth playing. Hilarious fun.	
<b>RATCHET AND CLANK 3: UP YOUR ARSENAL</b>	<b>OVERALL 09</b>
What makes it great: The single player game is fantastic, but the online multiplayer mode puts most other shooters to shame. Great gadgets and humour abound.	
<b>RED DEAD REVOLVER</b>	<b>OVERALL 08</b>
What makes it great: A great spaghetti western shooter bursting with cool characters, duels and frontier towns, brilliant presentation and a sweet Sergio Leone-style soundtrack.	
<b>RESIDENT EVIL CODE VERONICA X</b>	<b>OVERALL 09</b>
What makes it great: Huge, scary and full of flesh-chewing zombies, RE: CVX still looks appetising after more than two years. No wonder gamers are already salivating for the next one.	
<b>RETURN TO CASTLE WOLFENSTEIN</b>	<b>OVERALL 08</b>
What makes it great: What's the only enemy that's less popular than Nazis or zombies? You guessed it, Zombified Nazis! A slick shooter set during a very fictional part of WWII.	
<b>REZ</b>	<b>OVERALL 09</b>
What makes it great: Super-stylish retro-futuristic graphics, intense old-school shoot-'em-up gameplay and pumping dance tracks from top artists which remix themselves as you play.	
<b>RUGBY 2005</b>	<b>OVERALL 08</b>
What makes it great: Minor AI quibbles aside we've finally got a game of rugby that looks as good as other top-tier sports titles. About bloody time, too!	
<b>RUGBY LEAGUE</b>	<b>OVERALL 08</b>
What makes it great: League fans have long been neglected in the video game world, but no more – this captures all the action of the NRL in one satisfying package.	
<b>SECOND SIGHT</b>	<b>OVERALL 09</b>
What makes it great: Stylish, gripping and great fun. Possess your enemies, throw them around the room with your mind or just shoot 'em. Definitely worth looking into.	
<b>SHADOW OF ROME</b>	<b>OVERALL 08</b>
What makes it great: A superb realisation of bloody arena combat. Some of the maxims fun you can have with a sword. For those who are about to die – we salute you.	
<b>SILENT HILL 3</b>	<b>OVERALL 09</b>
What makes it great: One of the nastiest games on PS2 – arguably scarier than Silent Hill 4. We dare you to play it alone with the lights out.	
<b>THE SIMPSONS: HIT AND RUN</b>	<b>OVERALL 08</b>
What makes it great: When it comes to GTA rip-offs they don't get any more blatant than this, but walking around a living and breathing Springfield is so much fun that you won't care.	
<b>THE SIMS: BUSTIN' OUT</b>	<b>OVERALL 08</b>
What makes it great: It's slicker than the original Sims, and adds extra freedom for your little computer people. Being able to get out of the house means you'll be playing for even longer.	
<b>SINGSTAR</b>	<b>OVERALL 09</b>
What makes it great: Karaoke with an edge – this gem will change your lounge room forever and give your significant other a reason not to loathe the PS2.	

<b>SINGSTAR PARTY</b>	<b>OVERALL 09</b>
What makes it great: Another 30 songs to crucify and new multiplayer modes. It can even be used in conjunction with the first game.	
<b>SLY 2: BAND OF THIEVES</b>	<b>OVERALL 08</b>
What makes it great: Great platforming for all ages. Plenty of substance, great visuals and offbeat characters. Well worth a look – especially for the younger set.	
<b>SMUGGLER'S RUN</b>	<b>OVERALL 08</b>
What makes it great: Seeing a hill miles away, then being able to drive there without any loading was jaw dropping when PlayStation 2 was first released. The multiplayer is tops too!	
<b>SOCOM II: US NAVY SEALS</b>	<b>OVERALL 09</b>
What makes it great: Without a shadow of a doubt, the best Network Gaming title for the PS2. Unparalleled game modes and options mean the online warfare will rage for years.	
<b>SOUL CALIBUR II</b>	<b>OVERALL 10</b>
What makes it great: It's the easiest fighting game to get into, but to be truly great will take years! The characters, weapons and the mind-blowing special moves are second to none.	
<b>SPIDERMAN 2</b>	<b>OVERALL 09</b>
What makes it great: A massive, free-roaming Manhattan complete with every major landmark – swing, jump, sprint and dive anywhere you want. Best superhero game ever.	
<b>SSX 3</b>	<b>OVERALL 09</b>
What makes it great: It's one mountain with an avalanche of features. You decide whether you want to race against your arch-nemesis, hang out on the half-pipe or just explore.	
<b>STAR WARS: BATTLEFRONT</b>	<b>OVERALL 08</b>
What makes it great: Live the battles from the Star Wars films on the front lines with weapons and vehicles from all the films so far. Need this game, you do.	
<b>TEKKEN 4</b>	<b>OVERALL 09</b>
What makes it great: Good looks. If Tekken was a girl she'd have Kylie Minogue's bon-bon and Shannon Elizabeth's jubbles.	
<b>TENCHU WRATH OF HEAVEN</b>	<b>OVERALL 08</b>
What makes it great: Over 20 authentic ninja weapons, dozens of unique killing techniques and co-operative and versus multiplayer modes.	
<b>TIGER WOODS PGA TOUR 2005</b>	<b>OVERALL 08</b>
What makes it great: The best golf game on PS2 – the single-player novelty may wear off but it's perfect when it's too wet for you and your mates to hit the greens.	
<b>TIME CRISIS 3</b>	<b>OVERALL 08</b>
What makes it great: Namco's feverishly fast gunplay, cranked up a notch or 10. TC3 is one of the first shooting games to successfully integrate a weapon switching function.	
<b>TIMESPLITTERS 2</b>	<b>OVERALL 10</b>
What makes it great: The fastest, smoothest first-person shooter ever, complete with masses of challenges and link-up support for up to 16 players at once!	
<b>TIMESPLITTERS: FUTURE PERFECT</b>	<b>OVERALL 09</b>
What makes it great: More fun than we thought possible. Super smooth, super stylish and the best reason yet to go online!	
<b>TOM CLANCY'S SPLINTER CELL</b>	<b>OVERALL 10</b>
What makes it great: The level of immersion the game creates. The stealth combined with the shadowy environs truly add up to an involving experience. Plus the gadgets rock!	
<b>TOM CLANCY'S SPLINTER CELL: PANDORA TOMORROW</b>	<b>OVERALL 09</b>
What makes it great: Adds a great multiplayer mode and a few new modes to the already brilliant package – it's just a little on the short side.	
<b>TOM CLANCY'S SPLINTER CELL: CHAOS THEORY</b>	<b>OVERALL 09</b>
What makes it great: Slick, stylish, and cooler than a Sugar Daddy, Chaos Theory is the best "pure" stealth game on the PS2. If you haven't got into the series yet, now is the time.	
<b>TONY HAWK'S UNDERGROUND</b>	<b>OVERALL 09</b>
What makes it great: A huge Vice City-style playing area with more extreme skating and loads more missions to work through than previous Hawk games. And they were fantastic enough already!	
<b>TRUE CRIME: STREETS OF LA</b>	<b>OVERALL 08</b>
What makes it great: Its lack of originality saw it labelled by some as simply GTA: LA, but the addition of intense John Woo-style shootouts make this a brilliant, if brief, roller coaster ride.	
<b>V8 SUPERCARS 2</b>	<b>OVERALL 09</b>
What makes it great: Offensively good graphics, stunning real-time damage, great handling and our very own V8 Supercars and tracks – why don't you own this already?	
<b>VIRTUA FIGHTER 4 EVOLUTION</b>	<b>OVERALL 09</b>
What makes it great: An amazingly intuitive, super-deep fighting system that uses three buttons in the best possible way so that fights are all based on reactions rather than memory.	
<b>WIPEOUT: FUSION</b>	<b>OVERALL 09</b>
What makes it great: It's a face-meltingly fast, futuristic rollercoaster of a racing game from a series that modern gaming owes more to than some people realise. Enough said.	
<b>WORMS 3D</b>	<b>OVERALL 07</b>
What makes it great: Hilarious weapons, brain-bending strategy and backstabbing make its turn-based multiplayer gameplay more frantic than a match of TimeSplitters 2!	
<b>WRC 4</b>	<b>OVERALL 09</b>
What makes it great: Besides carrying the official license, WRC 4 also features authentic rally car handling, simple controls and some of the greatest rally courses this side of Gran Turismo.	
<b>WWE: SMACKDOWN! VS RAW</b>	<b>OVERALL 09</b>
What makes it great: The best there is, the there was, and the best there ever shall be – at least, until the next Smackdown! of course.	
<b>XIII</b>	<b>OVERALL 09</b>
What makes it great: The graphics actually use cel shading to great effect (for one of the only times ever). You feel as if you've wandered into a three-dimensional comic book.	

"Contender eliminated." Have any sweeter words ever been uttered in a videogame? 1997 was a seminal year for the PlayStation. The initial batch of software had been digested by a hungry market and now a second helping was needed. *WipeOut* was one of the console's most important early titles, spearheading Sony's 'cool' offensive and demonstrating, along with other groundbreaking games like *Resident Evil* and *Tekken*, that the PlayStation was going to deliver on its promises of brand-new gaming experiences. *WipeOut 2097* is considered by many fans of the franchise to be the best instalment as it took the excellent track design



of the original and fine-tuned the handling, weapons and AI. There were now more opponents on track and unique new weapons like the Quake launcher. There was speed in abundance. Techno music. Bright lights and flashing colours. Ever faster game modes to unlock. Link cable play for those of us able to gather two PlayStations, two televisions and two copies of the game. Even more so than the original, this was a game that would put you into a trance if you played it long enough or well enough. Grab a second-hand copy (you should be able to get one for about five bucks) and learn some history – you won't regret it.

## LOVECHILD



It was a combination of the original PlayStation fave *Formula 1 '97* and the hovercars *Back to the Future* promised us – all in constant fast-forward.





# on the dvd

## PLAYABLE DEMOS



**Y**ou know, I've always loved a good demo disk. What's not to love? You get a free taste of some great new games, some cool videos and other goodies. We've got a nice range of games on the disk this month, including some titles that may surprise you. We kick off with *FIFA Street*, a fresh take on soccer with the polish only EA can give a game. *LEGO Star Wars* should need no introduction and the demo's a corker; make sure you give it a try. *Robots* will have you jumping and sliding and collecting just like old times while *Street Racing Syndicate* allows you to take it to the streets once more. *Super Monkey Ball* is a certified classic that includes several 4-player modes and *CT Special Forces* will take care of your 'I'm a super-soldier out on a mission to kill terrorists and rescue hostages' urges. Lastly there's *SingStar*, for the musically-inclined, and *EyeToy: Play 2*, for those among us who don't like using joypads. Oh, and a video of *Brave*, Sony's upcoming Amercan-Indian-themed platform/adventure title. Nice.

**MICHAEL BUTLER**  
Associate Editor

**PS** To use this DVD, load it up on your PS2. Then scroll between games and rolling demos with the **↓** and **↑** keys. To choose within a section use **←** and **→**. Press **ⓧ** to start up your choice. Please note, you may have to reset your PS2 after some demos.

### YOUR DISC

Every issue, *Official PlayStation 2 Magazine* brings you something no other magazine can – playable demos. Offering exclusive levels, tracks and missions, our playable DVD enables you try the very latest PS2 games before you buy, often weeks, even months before release. Why risk your hard-earned cash on a \$100 game when you can try it out on our cover-mounted DVD? From *GT3* and *MGS2* to *TimeSplitters 2* and *Final Fantasy X-2*, we've always featured playable demos of the games that matter. Throw in top quality video footage of the hits of the future and our DVD is the best bargain on the shelves.

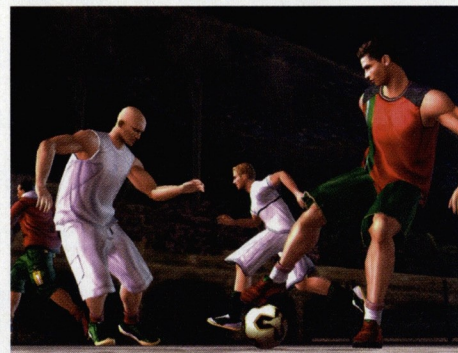
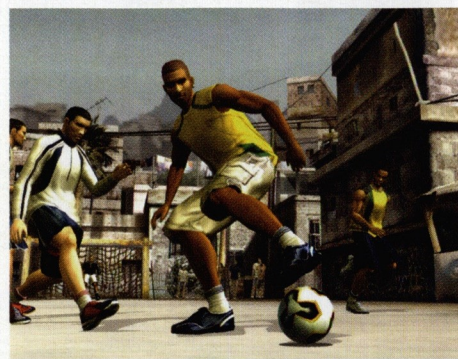
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Demo Disc Returns  
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### FIFA STREET

DISTRIBUTOR: **EA**  
GAME TYPE: **SPORTS**  
OUT: **NOW**  
PLAYERS: **1-2**  
**(1-4 FULL GAME)**

'Street' and 'underground' games are pretty popular right now but sometimes the gameplay gets forgotten in the rush to give a game street cred. Happily, that's not the case with *FIFA Street*; the gameplay is solid and a great change of pace for the beautiful game. In the demo you'll play Brazil versus England on the streets of Rio de Janeiro. The short tutorial gives you plenty of handy hints on how to attack, defend and, most important of all, look 'street' while you're doing it. If you're used to more traditional soccer games you'll have to re-adjust a little, as a smaller playing area and fewer players ups the pace and transforms the sport. It's important to keep the tricks and cool moves flowing if you want to build up your combo meter, which lets you launch powered-up shots that will devastate your opponents and fill your goal with their balls. No not those balls, the other balls.



### LEGO STAR WARS

DISTRIBUTOR: **EIDOS**  
GAME TYPE: **ACTION**  
OUT: **NOW**  
PLAYERS: **1-2**

*LEGO Star Wars* is one of those ideas that seems so obvious when you see it that all you can do is slap your forehead and wonder why nobody thought of it before. It's out now and if you haven't checked it out yet, why not give our demo a spin? The scene is familiar enough: Qui-Gon Jin and his padawan, Obi-Wan Kenobi, have boarded a Trade



Federation Control Ship to conduct some negotiations. You know the rest... There's also 'free play' mode, which allows you to cycle through 8 characters (including Jar Jar, Anakin and a Battle Droid) by pressing **△/□** or **ⓧ/Ⓞ**. Each has a unique set of moves and abilities and you'll definitely need to make use of them to make it through.



### ROBOTS

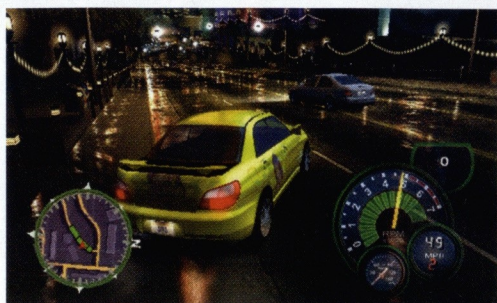
DISTRIBUTOR: **VIVENDI**  
GAME TYPE: **PLATFORM**  
OUT: **NOW**  
PLAYERS: **1**

*Robots*. Just think about them for a minute. Their cold mechanical brains ticking away, calculating, considering... they're out there! They can't be bargained with. They can't be reasoned with. They don't feel pity, or remorse, or fear. And they absolutely will not stop, ever, until we are all dead! Well, actually, that's not these robots, it's those other



robots. In those other games. These robots – like the hero of our demo, Rodney Copperbottom – are far less violent than that. All Rodney wants to do is collect the 16 parts of the blueprint for his Wonderbot. And maybe help Oldbot find his keys. Jump, slide and explore the city as you search for the missing items. Great fun for kids, fans of the film and even robots.

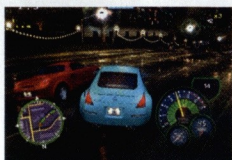
# Other magazines let you watch, OPS2 lets you play



## SRS: STREET RACING SYNDICATE

DISTRIBUTOR: **ATARI**  
GAME TYPE: **RACING**  
OUT: **NOW**  
PLAYERS: **1 (1-2 FULL GAME)**

It's just as well that developers can't seem to get enough of street racing games, because it seems that gamers can't either. And while the genre is quickly becoming crowded there's still a chance for a good title to stand out. Is SRS such a title? We won't be able to say for sure until we review it, but what we can tell you is that you



should play the demo. It's a pretty good one, too. You can choose to race one of two cars (the Lancer Evo VIII or the Skyline M-Spec Nur) on one of two tracks (Philadelphia City Circular or Miami Freeway Short). You'll find yourself up against four other racers, who'll gladly ram and shunt you out of their way. This is, after all, street rules.



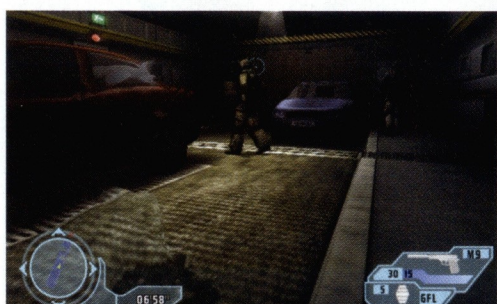
## SUPER MONKEY BALL DELUXE

DISTRIBUTOR: **THQ**  
GAME TYPE: **PUZZLE**  
OUT: **NOW**  
PLAYERS: **1-4**

Now really, who doesn't like monkeys? Monkeys and videogames have a very long history together and games like *Super Monkey Ball Deluxe* help us remember why that is. It's all about monkeys. In balls. And deluxe. You've probably heard about the game and it's simple premise: roll your Monkey around various mazes. Sounds simple, but



wait until you see some of the levels you've got to navigate. It also includes two party games (also for 1-4 players). *Monkey Race* is a split-screen racing event and *Monkey Target* has you taking turns at running your Monkey down a ramp and trying to land accurately on a series of targets. What more can we say? It's more fun than a barrel of monkeys.



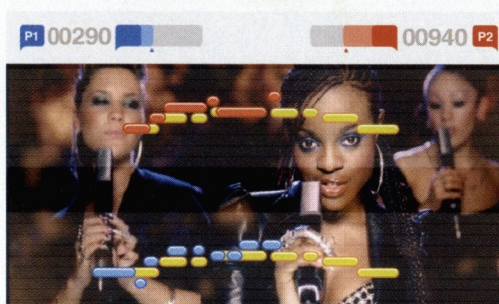
## CT SPECIAL FORCES: FIRE FOR EFFECT

DISTRIBUTOR: **THQ**  
GAME TYPE: **3RD-PERSON SHOOTER**  
OUT: **NOW**  
PLAYERS: **1**

The nation may be facing a shortage of skilled workers but in the world of videogames, there's no shortage of skilled special forces/commando/SAS types. *CT Special Forces* is a recent addition to the genre and it combines intense third-person gunplay with some cool futuristic gadgets. Your mission is to secure the tanker and res-



cue the hostages. Reckon you're up for the challenge? Don't forget to cycle through all your weapons and keep your eyes peeled for conveniently-located barrels and tanks of high explosives. Those crazy terrorists have a nasty habit of standing in front, beside and behind them. Good thing it only takes a couple of shots to set them off, eh?



## SINGSTAR POP

DISTRIBUTOR: **SONY**  
GAME TYPE: **SINGING**  
OUT: **NOW**  
PLAYERS: **1-2**

"I'd like to teach the world to sing/in perfect harmony"... Heck, so would Sony, hence *SingStar*. And the best thing is, you don't even need to buy a Coke\*. This month's *SingStar* demo has five killer tracks for you to choose from. So whether you like Kylie Minogue or Robbie Williams, it's time to hook up the microphones, dust off your vocal chords and get



ready to make like a Star. A *SingStar*, that is. Please be aware that Pop's final tracklist has changed a little since this demo was cut, so some of these tracks will not appear on the final game. Check page 17 for Pop's full tracklist.

\* The song was written as a Coke jingle in the 1970s and was so popular, it was re-recorded and released.

## Bonus gaming

Additional demos and videos for your gaming pleasure!

### PLATINUM

#### EyeToy: Play 2

We never get tired of standing in front of our EyeToy, waving our arms around like idiots and hurling abuse at each other. If you've played out all the games on *Play*, you should definitely check out this sample of what's on offer in *Play 2*. Go on, you know you want to...



### VIDEO

#### Brave

Don't be fooled by the kiddie-looking video: though *Brave* may well be intended for younger gamers it promises plenty of intense action for players of all ages. And who doesn't like playing an American Indian warrior with cool powers?



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Next month

# ***NEED FOR SPEED MOST WANTED***

Next month we hit the street  
with the year's biggest racer!

Imagine all of *Underground*'s speed mixed in with  
the most explosive and aggressive police chases  
you've ever seen and you still wouldn't be close!



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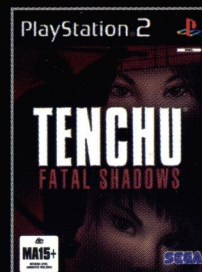


Two warriors, united by destiny. One fights for honour, one for vengeance, and both must use stealth, cunning and their deadly Ninja fighting skills to reach their goal, in this new chapter of the Tengu epic.

- New multi-kill stealth moves allow you to dispatch two enemies at once
- Two playable characters – returning heroine Ayame and newcomer Rin – each with unique fighting styles
- Cutting-edge graphics – the Tengu world has never looked so good
- Drag bodies, breathe under water and use your arsenal of Ninja weapons to ensure you are never seen

**Death never looked so good.**

**Coming May 27**



PlayStation 2

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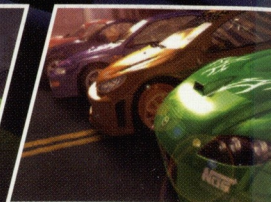
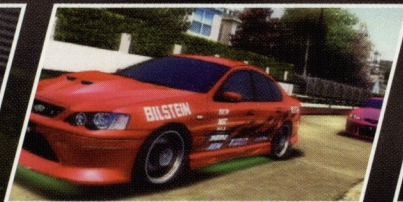
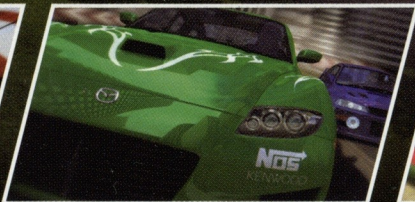
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# Juiced

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GET RACING,  
GET JUICED!



PlayStation®2



**Get Juiced  
June 2005**

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